

rticia, Lurch, Granny, Pugsley and Wednesday

Tully is the trecherous lawyer intent on stealing the family fortune and who has many a dirty trick

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AND ALL OVE







6 01!

All the latest poopers and scoopers live from the European Computer Trade Show

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The new flight sim from the makers of F-16 Combat Pilot

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More madcappery from ZERO's Driving Ace, Mad Dog, the excellent Dave Excellent, plus the usual dose of unintelligible banter.

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071-580 6163

ABC 52,580

COVER PHOTO: Courtesy of Ocean



GAMES LIST

It's just like Gyles Brandreth - it simply goes on and on and on and on and on...

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 - ZERO 5

It's that European Computer Trade Show time of year aggin, folks. The time when the whole of the computer games industry puts on a suit and tie and meets up in North London to show off its new products. ZERO was there, in force clutching its collective box brownie, Bic ballpoint and a spiral-bound note pad. The mission? To bring you the hottest news.





with one another).

International Soccer (the two can be used in conjunction CODEMASTERS Those loveable Codies have a

nack which includes a free

copy of Emlyn Hughes

few new titles scheduled for 16-Bit release, including Captain Dynamo (a sort of superhero pensiones character) CI3: Flephants In Space, and Grel And Fella (the first garden 'em up... er. if you don't count Magic Garden, that is).

COKTEL VISION Although French publisher

Coktel Vision doesn't seem to have sorted out its UK distribution at the moment. it's apparently only a matter of time before we're treated to titles like Fascination - a graphic adventure title already available in France but now souped-up for the CD-ROM. The

new version includes digitised speech video bits. Bargon Attack is a new graphic

based upon a 'bande dessinée' and destined for an all format release. Inca is a 'mythical quest through space and time', an action adventure that transposes the discovery of America and the South American civilisations into outer space. Spook! Goblins is a smart little title in which you control three mischievous imps. Their king has gone bookers, and it's up to you to find a cure.

COMMODORE The company was proudly

showing off its new baby the long-awaited Amiga 600. The machine is sleeker cuter and a third smaller than the A500. It's more PC-ish in look, extra numeric key pad and accomodating a built-in modulator. In addition, there's



a Smart Card facility which could prove revolutionary for the software industry. Smart Cards are basically minicartridges which, if publishers begin to develop games for them, will mean one in the eye for piracy. Perhaps the best thing about the new



ACCOLADE Accolade was there in force at the show, armed mostly with PC titles. Hardball III is a baseball game featuring the voice of Al Michael, the Richie Benaud of baseball. Out now on PC, it includes eight accurately-rendered Major League Baseball parks, supports Soundblaster and Adlib sound boards for Al's play-by-play commentary. Legend's new graphic adventure, Gateway is coming along apace. It's out

ACTIVISION Leather Goddesses Of Phobos II was looking pretty near completion, and rather

exciting in a 'busty females' sort of way. We look forward to its September release on PC. The company is also launching two new

compilations: The Lost Treasures Of Infocom. housing all your fave Infocom

text adventures on PC, and Power Hits 10 old Activision favourites including Bomber. Ghosthusters, Shanghai and Die Hard on one disk. Power Hits should be out in May on Amiga, and a few weeks later

AUDIOGENIC

World Class Soccer is a footie sim which provides you with side-on and top-down viewpoints. It should be out on the 1Meg Amiga just about now. The long-awaited Super League Manager should be

former price of £399.99, and for an extra 100 sovs you can get a built in 20MB hard disk to boot! It should be available in May packaged with Workhench 2.05 D.Paint III and an as yet unnamed game.

DOMARK

Domark was sporting its now football game, Euro Football Champ, the conversion of Taito's coin-op, on Amiga and ST. It should be out in June. The company was also showing off the latest on Harrier Assault the latest

niatform arcade adventure from a Spanish team of former Dynamic bods, FA is also developing the PC version of Atari coin-op Ramparts.



ENTERTAINMENT INTERNATIONAL

On the Empire Label comes the new, filled 3D, tank war game Compaign. Covering the duration of the Second World War, you'll be able to get to grips with over 100 different vehicles, plus artillery and air support, and get to cope with the problems of supply lines and maps of up to 3200km (ie the size of Europe!), Campaign hits the streets in May on ST. PC and Amiga, El also announced a brand new budget label. Touchdown, with first Pipemania, Emlyn Hughes Gazza II.

GREMLIN

The hods at Gremlin were displaying Daemonsaate the rather smart-looking RPG. scheduled for release in June on all formats: Zool, a cutesy Sonic-v game which should be out on Amiga and ST in July, and the long-awaited God sim Flag, which has now slipped until August.

IMPRESSIONS

Impressions was touting a futuristic game of interstellar colonisation, Armada 2525. due out on all formats in Jul plus the fantasy RPG Paladin 2 for a



June all format release Air Bucks manage-

INFOGRAMES

French company Infogrames had the fabulous-looking Eternum on show - a sophisticated RPG, similar to Drakkhen but more adventurey. It should be out on the PC in May, New Disney Software included the Dick Tracy Adventure game which'll be released on PC and Amiga in May:

Rollercoaster - a rollercoaster design and management sim, and Heaven And Earth both scheduled for November on PC. and Stunt Island to be released on PC in September



CORE DESIGN

Derby-based Core has carved quite a niche for itself really and the new product line-up looks set to maintain the high standards. Premiere is the title of the next game from 8th Day (of Heimdall fame), to be shipped on ST and Amiga in July. Curse Of Enchantia is a graphic adventure slotted in for an August release, to be Chuck Rock II - Son Of Church

flight sim to be coded by Simis, scheduled for release in August on all formats.

ELECTRONIC ARTS

Electronic Arts continued to impress with the latest on its murder and mystery graphi adventure. The Lost Files Of Sherlock Holmes, and its dogfighting extravaganza Heroes Of The 357th. Risky Woods is a brand new





level plattie number, starring a cutesy Japanese teenage warrior chap. Dojo Dan is

news ECTS SPECIAL



Vikings Field Of Conquest

KRISALIS

As well as showing the latest on footie licences Graham Taylor Soccer Challenge and John Barnes Euro Soccer. Krisalis announced the sequel to the ever-sosuccessful Shadowlands (nublished by Domark). Shadowworlds will feature many refinements to the will be set in an all-new game world. The game will actually be set in the far distant future - you'll get to control a band of space pirates margoned on an alien planet. Your quest?

Graham Taylor Soccer

To find the wherewithal to

distribute US-based Digitek's

Vikings Field Of Conquest,

a strategy sim for up to six players, in the UK on Amiga

in May and PC in the

MICROPROSE

The Tetbury-based sim

Paragon software - the

geezers behind the two

front MicroProse was

Meanwhile, on the home

showing off some graphics

Megatraveller titles.

merchant was rather chuffed

escape. Krisalis will also

Challenge



and Darklands and

the far distant future. Napoleon will be a new

strategy war game and Hounted is a new Magnetic

Scrolls 3D RPG both for

November release on PC Spectrum Holobyte's Crisis In

The Kremlin was also on

new flight sim titled F-18

display with news of a brand

announcing two new titles for

should be ready by November Other forthcoming goodies include Rome, a 3D isometric God sim using a souped-up version of Millennium's former Robin Hood engine, Rome will be available on Amiga and PC in September. The company's



first graphic adventure. Daughter Of The Serpents.

set in Egypt in the 1920's, will be out in October on Amiga

MINDSCAPE Mindscape now have 16 CD-

ROM titles on their hooks including games such as Wing Commander and the collected works of Ultima on a single disk. One of the original titles written with CD-ROM in mind is the excellent Sherlock Holmes

Consulting Detective. It provides you with three different murder mysteries to solve in the streets of olde total of 90 minutes of fullmotion video - featuring over 50 characters, 70 different period costumes and filmed in 25 specially-built Victorian era sets. On the down side, it was made in America, hence have been coached by Dick Van Dyke when honing their chirny cockney accents. However, you'll need a PC CD-

ROM drive and £49.99 to

experience it. Legend was also on show - a role-playing adventure from the team responsible for Bloodwyche, Set to appear on all formats Look out for a full review in next month's issue.

MIRAGE

Godget Twins is a two-player romp from Imagitec, creators of Humans. You team up and assemble 'gadget ships' to defeat a mechanical enemy It's out on Amiga in September and on PC in December, Dwagons is another two-player game, this time featuring a split-screen and a couple of cutesy dragon pups. Amiga owners can have a hash at it in August, while PC owners will have to wait 'til

OCEAN

Forthcoming offerings from Ocean include Hook the graphic adventure based on the film, which should be out on all formats in June:

Pushover, a puzzly number where GI Ant quavers whilst tackling a plethora of domino-like due out on Amiga and ST in the summer. In

Sleepwalker, a cutesy platform number, you play a loyal dog who has to guide your pyjama-clad chum all over the shop and prevent him from waking up scheduled for release in the autumn on ST and Amiga.



narration, music, sound FX and pictures, with the capability of cross-referencing between subject headings. For instance Treasures Of The Smithsonian lets you take a tour of the USA's scientific heritage, while Luciano Payarotti: O Sole Mio lets you listen to some ditties while you explore the famous tenor's life, works and dinestive tract. The forthcoming Art in the Soviet Union brings you face to face with a number of priceless Russian potato sculptures Less use is made of the hardware's possiblities in titles such as Jigsgw - over 3,000 jigsaw puzzles on your TV providing endless family fun'.

We think not. **PSYGNOSIS** Big news from wacky Liver-

pudlian funster Psygnosis is that it's snapped up the rights to distribute FTL - the company behind the classic **Dungeon Master.** The PC version of this milestone title should be out as you read this, priced £34.99 Athletics is the working title of a multi-sport Track And Field-style title.

scheduled for a June release on all Aquaventura

should finally have seen the light of day by now, priced £25.99. Red Zone is a first-person perspective, bike racing sim featuring replays, practice and racing on authentic recreations of world famous racing circuits. Red Zone should be out now on Amiga, with an ST version



PHILIPS

In direct competition to Commodore's CDTV comes Philips' CDI (or Compact Disk Interactive), unleashed in Britain for the first time at the ECTS. There are now bucketloads of new titles for this new system. Covering a wide range of subjects, they each feature a pot pourri of





hot on its heels.



PAGE

s. For

The

000

Rage is the name of a brand new software publisher. spawned by top development team Special FX. Yen, the guys that brought you Ratman, Robocop 2, The Untouchables and Hudson Hawk have now put together a title they're so chuffed with. they've decided to publish it



themselves, It's called Striker and Rage claim it's "the fastest 3D soccer simulation ever!". From what we've seen of it soccer fans had better stay tuned, because Striker is fun. Forget the tiddlers you'll have seen in other Kick Offstyle games, Striker's sprites are enormous, and they speed sive rate of knots. Striker is destined for 1Meg Amigas and ST's as you read this - look for the full review next issue.

THE SALES CURVE

It's taken us from SWIV to Strip Poker, and now The Sales movie licence - and a rather desirable title it is too. The film is called The Lawnmower Man, and it's an independent

film that's been taking America by storm. Based on a short story by Stephen King, the movie delves into the world of virtual reality, featuring stunning computer-animated sequences, It's set for UK release in June, but you'll have to wait until Spring 1993 before you get your mitts on the game.



SIEDDA

At Sierra's stand was the graphically impressive Lourn Bow 2 the sequel to The Colonel's Bequest - a tale of murder, mystery and release in June. The heroine's a chick, so it's bound to be smart. The company is also currently



Your assignment is to construct and operate a space station in low earth orbit within a limited time schedule and bud get. Out now on Amiga and PC.

SYSTEM 3

System 3 announced two brand new titles - its first coinop licences - for later in the vear. Strikeforce is subtitled Defender 3, and comes from Midway, while Super High Impact is an American football coin-op, currently doing the business in the US. Both these titles will appear on PC and Amiga some time around Christmas, After the stonking

Myth will come Silly Putty, a

highly original title in which

you'll get to take on the role of a blob of putty. Stretching and bouncing your way around a half-built skyscraper, you can absorb anything biological and take on the shape and characteristics of your enemies in your bid to save your friendly solar powered robots. Highly addictive pliability is promised

Cilly Dubby



SHOPWATCH

ke Ori

opping the Amiga chart this month is that hot salest flort damn difficult) shoot 'en project X, from the guys previously expansible for Allen Breed and Full ontact – Team 17. Immortalised by their sterling PD achievements, they seem to Topping the Amiga chart this month is up, Project X, from the guys previous have made the transition to mainstream publishing without a hitch.

Ultima Underworld is one of those games which has to be seen to be believed

months chart entries: F-1 Grand Prix, Robocop-3 and ofous 2. The release of these games shows that there's life in the old dag yet to indication of how cheen you games buyers are runs through all three to – Black Crypt, Shadowlands and Ultima Underworld at speak volumes

Providing syptical terms of the second secon of detai - the bloody thing won't work. Better luck next time, Celeb. Notably absort from both PC and STville, Gremlin makes its mark on the riga chart with two much hyped titles - Space Crusade and Harlequin. Hats of se guys, who once upon a time came within a hair's brea the Rodneys of the software world with such gems as FOFT, Butcher Hill and any Lincker's This, That And The Other, Now they're a real force to be recke

with a reputation for playable, quality games. tcraProse, with a total of seven entries including newies Special Forces and Knights Of The Sky (\$1) is this month's undisputed king of the charts. US Gold comes in a respectable second with three tenth positions and five entries in all Lemmings just keeps on o-sellin, and provides Psygnosis with a monthly n. With the large amount of quality games emanating from the siders, it's weird how this one game can capture the imagination of so

The sim scene is as buoyant as ever, with Falcon 3.0, A320 Airbus, Jetfighter Secret Weapons Of The Luthworte and Knights Of The Sky all flying (groan) of

Section Memory his month to Software Toolwarks' Chessmaster 3000 which, spite locking multiparrials screding and a sixty billion colour polette, and hough it's the nearly millional bases gaine to come out since the down of mputers, can still shift due to the attraction of the basic (1) game of chess let's



busy working on King's

Quest VI. which shou

THE SOFTWARE BUSINESS

Amongst its other labels. The Software Business was showing off a host of Amiga products on offer from Italian publisher Idea all for release in May: European Soccer

based on the '92 European Champion-

ship; Crazy Seasons, a cutesy platform game: Sturmtruppen and Cattivik, both cutesy romps based on famous Italian cartoon charac-

tors and Smash the first tennis game with a side-on view - and rather good it looks too

STARBYTE Starbyte's Space

M+A+X is a management and planning game based on a NASA training program



news ECTS SPECIAL



TEAM 17 After the success of Alien Breed and the warm reception to its latest game, Project X (see full review on page 46) Team 17 was ready to announce two brand new games for the 1Meg Amiga. Assassin, an arcade action game being programmed by Dave Broadhurst of Bubble Bobble fame, and OHP Racing, an overhead driving game. Both games should be ready for the big Christmas rush

UBISOFT

The Ubi's brand new game is a strategy combat game entitled Perfect General, Based on a 12 year tournament series, this game should truly test your warring skills. It'll be out in June on PC.

US GOLD

US Gold's nosh suite was packed with lots of our verbose cousins from across the pond. David Ashby, top. chap at Access, was showing off his golfing classic. Links (for the Amiga), and the allnew sequel Links 386 Pro (on the PC). This game looked incredible (albeit running on a 33Mhz 486 - the minimum hardware requirement is a 386, hence the title), featuring a Windows-style system that allows you to display a selection of screens simultaneously. It's just like watching golf on the telly. Meanwhile, US Gold was proudly announcing two





Cinenlay and Sir-Tech Sir-Tech is the company behind the classic Wizardry series (almost as old as Illtima and claiming to be the first RPG to feature the first-person perspective). Now US Gold will treat us to Wizordry 6: Bane Of The Cosmic Forge eviewed on page 36) and Wizardry 7: Crusaders Of The Dark Savant, so we'll soon get to see for ourselves



if the games live up to their high reputation. Cineplay is the company behind classic titles like Rocket Ranger, Defender Of The Crown, Centurion, and now Free DC (full review on nage 34) Free DC was a combined effort from Cineplay and Will Vintor Productions, the guys

behind Claymation (famous for the California Raisons!). Using this revolutionary digitised animation technique, Cineplay now has a stunning animation package up its sleeve called Playmation, now due to

visit these shores courtesy of US Gold, SSI had a fablooking new strategy sig called Great Naval Battles This baby has the pedigree of being written by the guys behind Silent Service 2. Midnight Sons is another hrand new SSI title this time in the shape of a sci-fi RPG boasting stunning 3D isometric cinematic sequences. Expect it on PC in July, Amiga in August. Meanwhile, on Loriciel's strategy label Futura, the sequel to the lovely Sherman M4 is shaping up in the form of D-Day. This ambitious project lets you play anything from a humble foot soldier to supreme commander You can play the game as a strategy title or as an action game. controlling tanks, planes and ships! D-Day will be available on all formats in June.

We can't wait! VIRGIN

In a rather spectacular launch ceremony involving spooky French programmers levitating'(!), Virgin unveiled Dune for general consumption. Strangeway's Apocalypse (formerly a destined for September on ST and Amiga and has been joined by another ex-Mirrorsoft title Rowan Software's Reach For The Skies - pencilled in on all

formats for October, Archer



FALCON 3/Spectru

CIVILIZATION

OH NO! MORE LEMMINGS/Psyg

ess/US Gold

CHESSMASTER 3000

JETFIGHTER 2

SWOTL Swasfilm/US Gold

IAN BOTHAM'S CRICKET

LINKS







PROJECT X HADOWLANDS

A320 AIRBUS

CIAL FORCES

OWERMONGER WW1 ata Disk EA POPULOUS 2 Bullfrog/EA

SPACE CRUSADE

BLACK CRYPT

GIANTS OF EUROPE SPECIAL FORCES

Panking MacLean's Pool (on ST and

Amiga) and Westwood's Kyrandia (on PC and Amiga, Underwrapped last month) are both to see the light of day in September. 3D isometric 'God game'

Rookies is a brand new title coded by Perfect Set - it's a featuring myriad objectives and 20 tiny troopers. It's a tongue-in-cheek strategy number scheduled for an autumn release on Amiga, with PC and ST versions to follow

Shipping charts supp Tel. (071) 631 1234. d by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1.



puzzles, CJ's Elephant Antics is non-stop action fun and Treasure Island Dizzy is a great arcade

adventure! 100% fun - to the max!" David Darling

Tel: 0926 814132.

1992 Codemasters Limited, PO Box 6, Learnington Spa, Warwickshire CV32 OSH





Here it is, the mouthpiece for the portion of our readership who've obviously been out in the

sun too long. Part soap-box, part debating chamber and part freak show - it's the ZERO Letters page.

ALIEN GUM

I have been a subscriber to your mag for over a year now, but when it arrives I am so excited that I just rip the disk off the front cover, leaving an unsightly white mark. So I have enclosed a piece of 'Higher Intelligence Space Tack' which will not rip the cover and can be used for about six magazines.

Nez Wright, Derby.

You've split the office right down the middle with this one. Nez. When asked to analyse the sticky blob you sent in. Duncan McDonald (who has a GCSE in Amorphous Adhesive Compounds) exclaimed: "Well, this is a new one on me. It's definitely of some strange, alien construction". However, the ZERO cleaner claims that it is in fact Wrigley's possibly Juicy Fruit, Thanks anyway, Ed.

A DYSLEXIC WRITES

Did you know that an anagram of 'Amiga' (if you add some letters and take some away) is 'I own a Commodore computer and as such I possess no gonads'. Jon Hunter,

Germany. PS. I'm not German Sure you're not German. That's why you

live in Germany, isn't it? I suppose you're going to tell us you don't own an ST and you hate frankfurters next, aren't you? Oops, sorry - that was a gut reaction. Ed.

MYSTERY LETTER

I'm just writing to say that I think your magazine is total crap. It's the biggest load of bollocks I've ever had the misfortune of reading. Anon-

Well, really! It'll be a sad day for journalism when a magazine is pilloried iust 'cos it's a big load of bollocks. Anyway, 'Anon', you're not fooling anyone, you know - the handwriting, the use of the cravon and the Garfield notepaper, the command of English, You don't have to be Inspector Morse to work out - it's you, Brandreth, you loser. Ed.

WHAT'S THE TIME?

You have made an inexcusable error - at the end of your mag, the copyright is still under 1991. You've done this for three count 'em, three - issues. Wake up. Dave. and smell the coffee - it's 1992, damn it! Mr Ed, Freelance Barkeep, Dingly On The Woe.

Thanks for bringing this to our attention. You'll be glad to know that the man responsible has been fired. He now wanders the streets, deserted by his wife and children, a broken shell of a man. Eniov the badge, won't you? Ed.

POND'S HAIR CARE

Please forward the enclosed 'Pump & Spray' money-off youcher to Martin Pond, I can only assume he does not slick back his hair like all the other critics because he cannot afford the mousee or gel. I don't like to see anyone stand out because they're poor, so I trust the voucher will help. Thanks for a great mag, it's what life's worth living for.

Rob 'The God' Woods, Yeovil.



No, he hasn't really fallen in with our selfbasting corporate hairdo, has he? Still, I stand by the hairstyle of any member of my staff - no matter how much it looks like it's been dragged through a hedge hackwarde Ed

AMAYA STARKERS SHOCK! After watching Gamesmaster a while

back. I reckon that Amaya Lopez should get her kit off and pose in skimpy undies (for charity, of course), in a special Under Wraps pull-out. On second thoughts, how about a Strip Poker cover disk with Amaya, She's certainly more attractive than Patrick 'Stargazing Cyborg' Moore. Mad Rod,

When I put this one to Amaya, she began ranting and screaming: "¡Oye, Rod! ¿Porqué no vas a freir esparragos". I took that as a 'no' on this score. However, if it's skin you're after, we may have a bit of

ENTENTE CORDIALE

European, Lam most

Gérard, The Weird Sex-Maniar

Welsh of course) Ed.

a scoop for you in the next issue. Lord Baz has agreed to reveal all in a special pop-up, scratch 'n' sniff centre-spread, The best bit is that plucky old Baz is such a game lad, he doesn't even want any money for doing it! (If you'd rather not see Baz 'naked as a jaybird', write in to: I Don't Want To See Lord Baz's Meat And Two Veg, ZERO, 19 Bolsover St. London, WIV 2BP, and we'll think about pulling the picture). Ed.

RIGGED PRITES

When I first read your mag. I didn't think it was that great. But now I think your mag is brill - apart from your stupid prizes for your competitions. Why don't you give away stuff like Game Boys, but ask some really hard questions? Jillian Richmond.

Sunderland.

Why, you little ingrate! Our prizes are smart, do you hear? Smaaart. Still, just for you (and any other grasping freeloaders out there), here's our bigmoney compo. Our publisher, Teresa Maughan, has kindly agreed to hand over full use of her credit cards for one week to the person who can tell us, in not less than 50,000 words, the answer to the question: "is there a God?" The competition is open to everyone

(except Dennis employees and Dr Robert Runciel Ed.

ve a ZERO T-sh ers win a ZERO E e and **pla** ft DCI 28-31 MAY • OLYMPIA

COMPUTER SHOPPER LIVE · COMPUTE

vit before you buy it! That's what the Computer Shopper Show is all out. It's the only exhibition that covers all you've ever wanted for your imputer and more, so whether you're into consoles, Amigas, STs or PCs. n't miss it!

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ST

Games Software

□ Amiga

PC

Printers/Other Peripherals

Other Software

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	Signature		

PER LIVE · COMPI

UNDER WRYAPS

Oh no, it's Duncar MacDonald with a preview of yet another apparently brilliant PC flight sim. But gramble not, Amiga and PC owners – Digital Integration will be releasing Tornado on all three formats, it just so happens that the PC version will be out first, and we've got hold of it, so here it is...

he screenshots speak for themselves, but how does it all move?" "Are the trees to scale when you fly along at 20 feet?" You'll be asking these and a hundred other questions already, so we'd better get started. Well, as regards the trees, the answer is yes - they're to scale when you're at ground level and slowly turn into nothingness as you climb to the giddy heights that an aircraft such as the Tornado is capable of. Better than dots. eh? Real trees - millions of them, all over the shop - functional and aestheti both at the same time. But what else is skill about Tornado, other than the trees?

Well, firstly land as you might have guessed from the screenshots again) we're talking attention to ground detail. Not only is there an abundance of like it's probably the most accuratelymodalled dray simulation to date. We needs't even bother with words—just megine it well-zigu underneath you at 500mph, smooth, fast and virtually jets. Free, (The blokes at Digital Integration are very proud of their 30 engine, and rightly so, from what we've seen.

There's something else on the ground that features heavily in the game too, and it's something that features heavily in the life of a real Tornado pilot - undulating terrain. Yes - bumps, lumps and hills that can reach a height of anything up to 4,000 feet. The RAF geezers crash into them in Scotland, you know. "Yes, yes, but surely there's undulating terrain in Falcon 3.07" you may say, and there is, but it's not half as realistic. Tornado's hilly bits don't look like natchwork quilts, they actually look like hills. You have to see them move. Blur your eyes and wave the page about. Get the idea?

Actually, it's not surprising we've already compared Tornado to Falcon 3.0, and it'll become more apparent why as you read on. Digital Integration seems to be fated, as far as Spectrum Holobyte's Falcon series is concerned - it seems to be some sort of weird, karmic cycle. You may remember that F-16 Combat Pilot came out hot on the heels of the original Falcon, and suffered as a result. While DI's Combat Pilot was an extremely good simulation. Falcon pipped it at the post in terms of gameplay, thanks to the exterior graphics and the freedom of movement you were given. In Combat Pilot, you were locked inside your cocknit but in Falcon you could go wherever you wanted, whether inside or out. It made all the difference. It shouldn't have, but it did, even to purists

In Tornado, you'll be pleased to hear, there are no such problems. Look uplook down, view from outside, zoom in and out, rotate, go satellite and all the rest. If you decide to spend your whole time inside the cokpit, however, a treat awaits you — the bitmapped interiors are awaits you — the bitmapped interiors are asset in the rest thing. Look up above your head, look down to yout knees and everything is in place (almost as if it's been digitated). Learn of it y Tornado in this





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simulation, and you could one day sneak into an RAF base and nick a real one.

So the graphics and the animation are fantastic, but what about the flight model? Well, the Digital Integration team are boffins, to the extent that they're sort of slightly mad. If you play the 'let's see what happens if I go into vertical flight until I run out of speed' game, you'll find yourself in a (possibly) uncontrollable spin. Spin mathematics are about the most complicated in avionics, so what can I say? You feel confident that Tornado is a realistic experience throughout. Much research has been

done. The flight model is top-notch stuff. Onto the missions then. Well, as Tornado is a state-of-the-art simulator. you get state-of-the-art options - you can opt for the single 'just for fun' missions, or you can play the part of a pilot in an ongoing war situation, where mission successes and failures have a knock-on effect. You can go also for the biggie, where you're the Air Commander who despatches any number of aircraft on missions of your own choosing: waypoints, crew, primary and secondary targets, it's totally down to you (before joining the fray in your own plane). Oh. and one thing I spotted in the not-yetfinished manual, and one of the first things a lot of people will want to have a crack at, is in the simulator part of the game - you can practice systems failures. Reckon you could land a Tornado with its undercarriage shot out? A

wheels-up landing. Oh, joy of joys Now, clouds are always neat touches in flight sims, aren't they? Well, the clouds in Tornado are superior to the clouds in any other game you could care to mention. Why? Because not only do you get the small, thin, wispy clouds (made from a single polygon), but you can also get total cover. White-out, for want of the technical term. "So what?" you might say. Well, take off and you





can clearly see the ground below, until you reach a certain height and hit the cloudbase. Then it starts to happen - the ground detail gradually diffuses, eventually disappearing altogether. Then you can't see anything for a while. Then the white diffuses and gives way to blue as you climb into the sunlight. It's brilliant, and coming down feels even better (unless the cloudbase is at 100 feet and you hit the ground as a result of not having checked your instruments properly). (You're leading up to instrument flying, aren't you? A Reader.)

Love it or loathe it, instrument flying is a skill worth mastering in Tornado, because as well as the possibility of a low cloudbase and the need for low level flight, missions can also take place in varying densities of fog, or even at night. (It's a very realistic night, by the way, not just a 'let's change the pallette and make everything three shades darker' sort of night - if something hasn't got light bulbs on it, it may as well be invisible.)

If you don't think you can handle this instrument flying lark, it's worth noting at this point that you won't actually have to, as nasty conditions can be turned off. Still, real pilots have to fly on their instruments alone.

don't they? And a night attack can give you a tactical advantage, as was shown by the Gulf War Show on television last year. The Gulf War Show also showed that a large part of the air-to-ground 'delivery' job is down to the navigator in the rear seat a seat you'll have to sit in fairly often in this simulation, a seat that has as many dials and buttons in front of it as does the pilot's. Yes, it's going to be



extremely challenging stuff, Tornado, if you've got the reality levels turned up to maximum. If you've got them turned off, it'll just be a lot of fun.

Anyway, by now you'll probably have gathered that Tornado is something special, something very special indeed. There's no doubt about it, from what I've seen. Here we have a home-grown, all British project that's sizing itself up, flexing its muscles and hoping to take the title of the best-looking and most accurate home computer flight simulation on the market. The only question that arises has to be: "Will it be not quite as good as, just as good as or even better than Falcon 3.0?" (And Falcon 3.0's already lost round one because the first shipment proved to be bugged.) Yippee! Move over, Yanks! Johnny Bulldog's coming! Blimey, I've suddenly come over

all jingoistic. I'd better stop before STU WHAT'S WHAT Tornado

I start saying "God bless the

Queen mum" or something

TITLE
PUBLISHER
FORMAT
PRICE
RELEASED

Digital Integration PC/ST & Amiga Tba Sept/Nov

Before we gave lan Ross the task of reviewing a selection of cluebooks, he was a strapping six-footer with three black belts in

karate. After weeks of sifting through thousands of pages of maps, tips and hints, he was reduced to a aibbering wreck with the eyesight of a dead mole. Here's his report... Have you ever played an adventure game and spent hours lost in dank dungeons, fighting off evil hordes, only to discover, when you get to the top of the tower, that you don't have the Medallion of Mantra (which was hidden behind a wall somewhere on level 1)? Well, help is

(which was mades behind a wait somewhere on tever 1)? Well, help is at hand in the form of an ever-increasing number of hint and clue books available, covering many genres of game.

The purpose of these books is multifold. They can help out in the scenario described above and can inject new life into games which have been consigned to the back of the disk box because you were stuck and been consigned to the back of the disk box because you were stuck and app tissed off with wandering around aimlessly. They can illuminate factors about a game you have already finished – providing new tactics and strategies to try, or showing locations of hidden rooms, treasure etc. They can also be used to discover quirks, cheats and other information previously only known to the programmer, as well as providing interesting background information on the subject of the game.

ROLE PLAYING

AD&D SERIES



One of the most popular hinthooks dedicated to the AD&D adventures

from SSI/US Gold. With over ten long and complex games in the Dragonlance and Forgotten Realms series, these books are virtually a compulsory purchase for players at some point. (Usually near the beginning for me.)

Coming in the form of a pamphlet, rather than a bona fide book, they range in size from 12 pages (for Heroes Of The Lance, the first and most basic AD&D game) to over 70 pages (for the latest in the series, Eye Of The Beholder 2.) The thinner ones clock in at £4.00 each

Each one begins with an introduction, which helps create atmosphere and set the scene. The bulk of these books is filled with maps detailing the locations of traps, secret passages, treasure etc., lists of items and what they do, information on enemies, and reams of hints about combat, using magic and other

features within that particular game I found these books to be extremely useful, especially when playing the more complex games.

Title Eye Of The Beholder 2 Publisher TSR Pages 75 Price 97,99

MASTER IIITIMA



The Ultima series of games began back in 1990 Written and created by Lord British (alias Richard C Gar-riott. according to the book), the series eniovs a cult

following and has now reached the seventh adventure. This book covers the first six games, and is not as forthcoming with information as the AD&D books. If an area needs to be searched, you are told to search it, but you won't neccessarily be told exactly what you'll find. The help is more in the form of guidance.

The whole thing is written as an easy-to-follow narrative with a sprinkling

of humour, making it enjoyable to read (very important for a book of this size!) In addition to all this, there's also a glossary of items, people and places within the game, the story of how Dicky Boy came to write these games, and the history of Britannia (where the adventures are set).

This book will be of interest to all fans of the game, and if shown to a newcomer it could easily convert them. An excellent read.

Title Master Ultima blisher Sams 400 ce £15.95

MIGHT AND MAGIC 3



Compared to the Might And Magic games, the third is absolutely massive (and much hottor) This is reflected in the size of the cluebook. which at 240 pages

speaks volumes about the size of the game. (M&M 2 was only 110 pages long!) Unlike Master Ultima, this book is

written in a very serious style. Not that this is neccessarily a bad thing - fighting the likes of Mummy Kings and Vulture Rocs while trying to discover the secrets of the isles is no laughing matter. Contained within is a complete rundown on all characters, enemies. weapons, armour, treasure and items you will come across in the course of

the adventure. There is also a plethora

of maps to examine, along with the answers to nuzzles and riddles Like the majority of the AD&D books, the maps are kept separate from the information concerning exactly where treasure and stuff is located, avoiding the Information Overdose Syndrome (eg. "at location X14,Y6 in the town of Wildabar, a scroll can be found"). A great idea which prolongs interest in the game.

Might And Magic 3 New World Computing 240 £14.99

AIR COMBAT

CHUCK YEAGER'S AIR COMBAT HANDROOK



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official guide to Chuck Yeager's Air Combat from Electronic Arts written by two chane from the American magazine Computer Gaming World

This is the

The book sets out not only to guide the player successfully through the numerous missions within the game, but also to enhance these missions (which it does through a crafty RPG section). It also aims to illuminate the wider issues concerning the three wars covered in the game.

Clearly written by experts in this field, it serves to really enhance the game, giving insights through interviews with the development team and, of course, the man himself -General Chuck Yeager. You also get detailed information on the specs of all the types of aircraft within the game, allowing players to learn the best tactics against any opponent.

The main part of the book looks in detail at the numerous missions, giving sound advice and interesting anecdotes.

This is another example of a book which is readable even if you haven't played the game. Littered with screenshots and photographs, it would grace anyone's collection.

> Title Chuck Yeager's Air Combat Handbook Prima Publishing

Pages 235 Price £17.45 **FALCON AIR COMBAT**



Written hy one Pete Ronanni a real-life F-16 Fighter Pilot. this book clearly has the credentials to be a guidebook for aspiring Falcon pilots.

Starting with a short history of air combat from its humble origins in 1914, the book propresses through the development of the F-16 and its specs, weapons and tactics.

ncentrating on the latter. Even though some of the information here is already given in the Falcon instruction manual which accompanies the name, it is worth reneating to set the scene for the more in-depth tactics and strategies given here.

Unlike the other two books in this section, you really need to be familiar with the game (or an F-16) to get the most from this one. This is not a fault it's more to do with the nature of the planes involved. The technology here is far more advanced, making it heavy going as a casual read.

The book succeeds in coaching a pilot in basic manoeuvres, right through the intricacies of air-to-air and air-to-ground combat. Aided with useful diagrams and the occasional photo, FAC could seriously lengthen your survival time in the cockpit of an F-16.

Title Falcon Air Combat Nigher Osborne/McGraw-Hill Pages 230 ge £11.95

HE OFFICIAL LUCASFILM GAMES AIR COMBAT STRATEGIES



other two books, the emphasis here is firmly on historical information rather than tactics and manoeuvres. Written by

Unlike the

Rusel DeMaria (responsible for The Official Sim Earth Guide) and George Fontaine (games reviewer, police dectective and private pilot), they clearly lack the air combat expertise provided by contributing personnel in the other books. Fortunately, though, they do not set out primarily to advise on the technicalities of planes shooting each other to bits.
They seek to inform the reader about "The Big Picture" – the ins and outs of WW2 - to serve as a backdrop to Lucasfilm's three simulations: Battlehawks 1942 Their Finest Hour and Secret Weapons Of The Luftwaffe, With help from Professor Williamso Murray, they succeed in making this book a compelling read from cover

You get advice on how to complete the missions within the games, as well as details on a few aerobatic maneouvres, but this book is best used as a source of reference on WW2, specialising in the war in the air. It's as interesting as it is informative, making the games themselves more gripping. You end up feeling that you're participating in a grand scheme in which you are just a small (but vital) part. Crammed with photos, this is

my own personal favourite of all the books featured here. Unreservedly recommended.



Prima Publishina 480 £17.45

CREDITS Everybody's been soooo kind in helping



us compile this feature! We'd like to thank lovely, lovely US Gold - get in touch with them on (021 625 3388). If you want any of the books, contact my special friends at Computer Manuals (021 7066000), they operate a super speedy mail order service!



GRAPHIC ADVENTURES

THE LARRY STORY

This book is intended for use with any of the first three Leisure Suit Larry games from Sierra. It's split into four main sections covering hints and tips, the 'Larry Language'. problem-solving and complete

solutions. It is made clear in the book that the complete solution section should be used only if the player is completely stuck. This is because it would be impossible to prevent yourself looking at other areas of the solution the emphasis (as it should be) is on discovering things for yourself.

Catering for beginners as well as experts, this book could make the rocky ground of adventure games accessible to a real computer novice. The grammar and vocabulary listing makes typing sentences which the parser can understand very easy, and provides an insight into 'American English' (useful

for international players. The hints and tips section is what this book is all about - it gives help and pointers in a subtle way, ensuring not to give away too much vital information. The last few pages are concerned with getting the game up and running on different machines - from Amigas and ST's to PC's with their related problems of configuring, hard disc installation, sound and graphic cards etc.

Useful for both novices and anyone stuck in one of the games.

The Larry Story Abacus 156 £13.95

THE KING'S OHEST COMPANION



 Over 500 pages, consisting mainly of prose, make this book, er... fat. This is a mammoth tome covering King's Quest 1-5 which presents

its information in a highly readable, semi-fiction format, similar to Master Ultima. The hints (or 'solutions', as the book prefers to call them) are communicated in two very different manners. First comes the semi-fiction method with a story about each of the five games, taking up anywhere between 35 to 80 pages, revealing what needs to be done to complete each story. These have the advantage of being interesting little stories in their own right and overcome Information Overdose Syndrome by virtue of their length, Secondly, 'The Easy Way Out' section is a more accessible and direct method, along the lines of the "Walk north, look around, throw the stick" style. The choice of which system to use is with the reader.

There is one other area of note within this book, and that's an encyclopedia cataloguing people and items found in the world of Daventry, where the games are set.

Presented with more than a little humour, this well-written and fascinating book is a must for any King's Quest fan. The only problem is, you'll need a fork-lift truck to pick the thing up! Title

£11.95

Companion Osborne/McGraw-Hill 584

The King's Quest



MONKEY ISLAND 2

The Monkey Island 2 hint hook is similar in size to the AD&D series (ie small), featuring a novel way of keeping its secrets secret. Presented in a 'question and answer' format.

printed in blue ink - are effectively obliterated by being completely overwritten by useless red type. In order to see, and therefore read, the blue writing, a strip of transparent red-tinted plastic is provided. When a question you want answered is found, just place the strip over the corresponding answer and lo and behold! - the previously obscured answer is revealed

As if all this precaution-taking to prevent the dreaded Information Overdose Syndrome wasn't enough. there are several answers to each question - each one being progressively detailed. The first answer is pretty vague, the final one gives away the whole shebang, with others in-between.

Alternatively, at the back of the book you'll find the complete solution, in the form of a short story which, as usual, makes entertaining reading. Other features include a list giving details of every item, where it's found and what it's for, as well as a small collection of maps and diagrams

The game itself is not without its humour, and this spills over into the hintbook as well. Useful but pricey.



Monkey Island 2 LucasArts 69.99

STRATEGY

POWERMONGER



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Written by Ptarmigan retired Imperial Poet Laureate and Paramount Censor Emeritus presented in a very tongue-incheek style. This is most odd for a

book of this type, but after the confusion cleared I soon warmed to it. Here's an example: "The boats we removed from their rended corpses proved more durable than they (the enemy) did." In plain English, this would read: "Remove boats from defeated army."

With the exception of one chapter the whole book is like this, with Ptarmigan "describing and explaining the campaign of enlightened domination upon this most fortunate continent by the great Powermonger." At the beginning, there's a map illustrating the path of least resistance to the other side (this is the route Ptarmigan describes and there are also maps of particular sectors in each chanter to make it clear which towns to attack first etc.

By its very nature. Powermonger is a game of individual style and tactics, so perhaps it's understandable that this particular method of completing the game has been given the comic

I ended up enjoying Ptarmigan's boastful discourse... oh, and the hints proved to be useful too.

Powermonger Electronic Arts

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80 Price £7.50

CIVILIZATION (OR ROME ON 640K A DAY)



From the creative stables of Computer Gaming World comes another winner, in the shape of the authorized quide to Civilization With input from Sid Meier and

Bruce Shelley themselves, as well as Johnny L Wilson (Sim City Planning Commission Handbook) and Alan Emrich (editor of CGW), there can be no doubting the credentials of the brave men who took on the task of nutting together this monster of a book

Anyone who has even just watched Civilization in operation will know that it's one of the grandest and most complex pieces of entertainment software ever written. The book reflects this not only in its size, but also in the detail of information given. I introduced this book to a roomful of Civilization devotees. and it was nearly ripped to shreds in their rush to get a look, "Hey, you can build on water!" someone cried, "Let

me see!!" came the collective response Getting started, man structure, city improvement, technological advance, national and civic governments, military campaigns, wonders of the world. performance evaluation and understanding are just a handful of the general headings you'll find within.

If you have a PC, get the game. If you play the game, get this book.

Title Civilization

blisher Prima Publishing 390 £17.45 ______

SIM CITY - STRATEGIES AND SECRETS



 Designed with both novices and experts in mind, this book is split into three main sections: "Introduction", "Theory And Secrets" and a section concerning itself with the eight pre-set scenarios in the game.

By far the most interesting and useful part is "Theory And Secrets", which gives the reader an insight into the actual workings of the game. "Don't tay higher than 9%", "Place zones so that they overlap for higher population densities" and "The score at the football stadium is always 49'ers 7. Bears 10" are just three of a multitude of nuggets of information which can be gleaned from this section.

Each page has a margin - here you'll find various icons referring to the paragraph adjcent to them. For example, the Action icon indicates when the reader should do something on their computer, and a pointy finger (pointy, pointy) indicates hints

There is also a small section on using the two Sim City graphics sets - Ancient Cities and Future Cities - as well as a bit

about the Terrain Editor Although some of the beginners' information is basically the instruction manual repeated, the book still proved

to be extremely useful and injected a breath of fresh air into a game I thought Title Sim City - Strategies And Secrets

I Sybex Pages 255

Price £7.99

INFORMATION OVERDOSE SYNDROME (AND HOW TO AVOID IT)

Information Overdose Syndrome (as we call it here at ZERO) can be witnessed in hint and cluebooks when little or no precautions are taken by the authors to prevent the reader from gleaning more information than they needed (or intended) from a particular page.

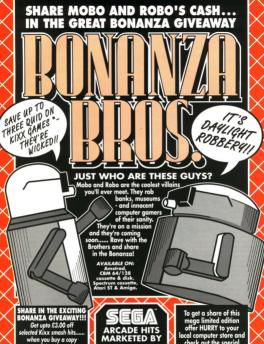
You may only require some guidance to overcome one particular problem, but when you check out the book for help, you inadvertantly glimpse some answer to a riddle or secret location. or a map which you've not yet reached, robbing you of the joy of discovery (which is what you got the game for in the first place).

Occuring mostly in Adventure/ RPG games, book designers (or whatever they're called) have come up with different ways of avoiding this. There's the 'tinted

plastic' method, as seen in the Monkey Island 2 book, while Might and Magic 3 and AD&D keep the maps and the item locations separate. Short stories ensure that vital information is swamped in a mire of prose, and even magic markers which highlight invisible ink have been known to be used. It's good to see that the books are published with the games player in mind

particular problem, but when you aroung this, there is the limited with the games proyer in thinks. I'd played to death.

H ZERO 21



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ZER review

CRITICS' CORNER

We've always wondered what it would be like at the centre of the Earth. For instance, would there be any gravity? (After all, the pull would come from all directions, and so should logically be cancelled out.) But what else is (or isn't) down there, apart from gravity? Monsters? Anti-matter? A black hole? A giant rabbit? There's only one way to find out, isn't there, and that's to send our critics on yet another mammoth expedition. Not much expense he been spared. We've kitted them out with spades, sleeping bags and bus tickets to Yorkshire (as good a starting place as any), so what will they find?



David: "This is the best place to start digging," said David, indicating the massive area of clay the critics were booned down in. Amaya asked why, and David explained that clay was fairly soft, and would save on the spade work. Toby pointed out that there was no way of knowing how far the clay went down, or what was underneath, but David was having none of it. "My car got stuck in some of this gunk once," he said. "and clay goes on and on for ever and ever, believe me."



Amaya: "It's sandstone," announced Amaya, having thumbed through her geology book. "So much for your 'clay goes on for ever and ever," said Ian to David, "we're only nine feet down," said Toby. "and I thought you said that clay was soft?" "It is," said David angrily. "Yes," replied Toby, "but it's a bitch to dig through, isn't it? If you'd picked a different starting point, we'd be at the centre of the earth already. As it is, we've wasted eight hours." David told him to shut up.



Martin Pond (007): "I've got a device that'll speed things up," said Martin (who thinks he's a secret agent, but isn't really). "What is it?" asked the other members of the ZERO Journey To The Centre Of The Earth Expedition, Martin continued: "It's this," and he fished a large. rusty pocket-watch from his jacket. "It's a tiny bomb which explodes downwards " He placed it on a sandstone shelf at the bottom of the hole and the critics climbed to the surface to wait... and wait... and wait...



Ian Ross: "So much for Martin's pocket-watch then," said Ian. "Yes," said Martin. "I don't understand it, there must be a fault in the particlesplitter or something." They all humoured him for a few seconds, then David led the way back down into the hole to resume work. Ian did a bit of dead reckoning. "We've been at it for eight hours now, and we're nine feet down," he announced, "which means, if we allow six hours a day for sleep, that we'll be at the centre of the earth in 3,600 years.



Toby Finlay: "Blimey," said Toby, doing some mental arithmetic of his own, "that means we'll all be dead before we finish." The party's morale hit an extreme low at this point, until Toby discovered that sandstone made easy digging. "Look," he said, a large pile of sand on his spade, "we'll be there in no time," lan stuck his spade into the material and recalculated, "Things aren't so bad as I'd forecast," he stated, "if this sandstone strata keeps up, we'll be there in about 1,200 years."



Dagmar Ernst: "This is going amazingly well," said Dagi as she looked up at the hole's entrance - a tiny pin-prick of light, way above. The party had been at it for almost a week, alternating between digging and carrying bags of sand up to the surface. "I think I can feel the gravity getting weaker already," added Dagi optimistically. The others looked at her. She decided to prove her point by throwing her spade into the air as hard as she could: "Just watch it float down."



Duncan MacDonald: "Assargh!" yelped Duncan as Dagi's spade landed on the back of his neck. "See?" said Dagi, "it definitely came down slower than it would have done on the surface." Amava agreed: "Yes, and it's getting warmer too." Excitement was growing among the exploration team. Would strange monsters and plants soon catch their first ever glimpse of light? With 600 feet under their belts and only 3,999.4 miles to go, we'll find out in next month's Critics' Corner.





HAT'S WHAT

This could be your last chance to get to grips with our simple vet impeccable scoring system... possibly.



ames are marked out of 100 on

on four criteria; Graphics, Sound, Addictiveness and Execution. The first three are fairly selfexplanatory but Execution may need a bit about the scrolling for instance? Are all the part of the programmers? If so Execution bothered with all that then the Overall Mark gives you an at a glance summary.

thousand times... this mark is not an average of the other scores. Got that? A game scoring 90 or above in the department gets the much sought after ZERO HERO award

'buy it'.) Separate from the other scores (but not unconnected to them) is the HASSLE FACTOR Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that Each review also contains a WHAT'S WHAT box which is basically a box which

price format and release date. Well that's that for the main reviews but let's not forget the others. Firstly there's the section called SHORTS which is just that: short. It's a column devoted to a sprint through the best of the rest. Then there's the DÉJÁ VU section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The PRICE IS RIGHT section is where you'll find the budget games reviewed. They only get an overall

score because they're um... well rather







Never mind all that spooky, ooky, kooky nonsense – Gomez only had to whisper "Querrrida" to Amaya Lopez once to make her play Ocean's new film licence, and win her



Will the world's most evil conker swing Gomez into oblivion before he can grab the cash?



Life's no beech when you can't even trust you local oak.









THE ADD



Back in the 1950's, cartopoist Charles Addams created the infamous Addams family, the inspiration for one of the smarte cult TV series ever made. This year,

Columbia pictures released the film, and now Ocean has released the computer game starring all our pld favourites: little Wednesday and Pugsley, sumptuous Morticia, sexy Uncla Fester and gorgeous Gomez. Ah, The one all femilies contained such

oddfiles (ragine having a cousin with more body hair than Micheal Heseltine and a mother who swoons over Freddy Kreuger. Now that would be smart! Well, you can let your imagination run wild in Ocean's latest film licence.

The plot focuses on poor old Gomes who returns home after a bard right in the Grew Digger's Arms to find that his family have disappeared, thew the year training head of the plot of the

and only wants to get her mits on the Addams' hidden fortune. She's managed to get befuddled Fester on her side, as well as two other evil basts, Tully and the Judge.

Tally and the Judge.

Abigain has enterthelenene, and has managed to capture the other family members, and has managed to capture the other family members, imprisoning them in different areas of the mansion. It is up to you, as Gomez, to rescue, your loved ones by Gomez, to rescue your loved ones by Pugilsey, Wedineaday and that old bat Gomez, the second ones to the property of the property of capture faced with the prospect of rescuing his "Querrida", who is been locked up in the underwheel the property of the underwheel the underwheel the property of the underwheel the property of the underwheel the underwheel the underwheel the property of the underwheel the underwhe

The game starts at the front door, if the Addams manison. Gomer has been given a note by Thing, containing logical words of advice. Things advice-layed appear at different stages of the gameley giving you extra help—but he 67% only ally, inside the manison, you have a choice of doors to enter. It doesn't really matter which rooms you go into first, matter which rooms you go into first, matter which rooms you go into first. Mortical once you've rescued all the other members thandy for Bernard Manning types who have no desire to be

Each door eventually takes you to a Each door eventually takes you to a to globadde - if you beat him, you reap a committee of the committee of the committee of the text relatives or a brown sheart. Hearts are quite handy little beauties - you start the game with two, which means you only need to be hit twice before buying the farm. Defeating the big, bad guys will earn you three extra lives, so you can have us to five lives at any one time.











form of twinkling dollar signs - save up you'll earn a one-up.

Gomez scores points every time he picks something up or kills a nastie by jumping on its head. There s a rather smart shield which makes Gomez



Seemingly inaccessible areas can

often be reached by finding a switch and Continue option, which sends you back to the hallway, but you'll retain the same you'll be rewarded with a password that, in effect, allo you to save your game.

It's up to you to rescue the conservatory, hallway underground vault and the

WHAT'S

TITLE	The
PUBLISHER	Oce
FORMAT	ST 8
PRICE	£25
RELEASED	Que



Amaya: Ah, 'the game of the film of the TV series' - much hyped and long awaited. But has it been worth the wait? You bet real little mover - ducking, diving, climbing ropes, even flying. Addams Family - it borrows some very popular features from

some very famous games. Mario is the first one that springs to mind, what with all the 'jumping on people's heads' antics and the acquistion of a esque advice boxes. But who says copying is a bad thing? It's okay to borrow the glorious stew of sizzling gameplay. And that's just what Ocean has done.

The graphics are cute, although nothing extraordinary. Best of all is the way Gomez has been animated - his foot impatiently at your obvious amazing, because the gameplay's so your Mr Average platform rored

game - it's huge, with over 1,000 screens and loads of hidden rooms (often hidden behind fake walls). The difficulty level is pitched just right easy to get it into but hard enough to get you hooked. The soundtrack is also desire to partake in the family fingerparts it's surprisingly easy to die, so a reserve supply of lives

There are loads of neat touches fab fezi-copters (or Tommy Cooper hats'), which handily turn up in different stages in the



game. With these you can fly around all over the shop, reaching those fetching doggy paddle whenever he falls into water, which enables him to get even more points by bumping off all those bothersome fish. He can pick golf

even more points by bumping or all those bottles and slashing balls up to kill enemies and a fencing sword for a bit of hack and slashing baddies, like the Executions in the torture chamber who bears an uncanny resemblance to that master of computer games, Patrick Moore, Lethal knights in shining armour come at you in the hallway, whilst in the furnace, apart from the drawback that you can't actually touch anything, you're treated to blazing creature who look like they've OD'd on Ready Brek.

The Addams Family is fab, cutesy, platand marry it. (But she's engaged to Monkey Island 2! Girls, eh? They're so fickle, Ed.)





ZERO 25



Raffaele 'First Samurai' Cecco was the auy behind the original, and some would arque 'classic', Stormlord. Now 21st Century has released the 'sequel'. Deliverance, Jane Goldman was the lass behind the ZERO sofa, so who better to check it out?

he kingdom of Llyn Cerrig is in a dire state of unrest! The longawaited Upper Llyn Cerria branch of Texas Homebase stil hasn't opened, the price of a pint of Babycham has gone up six pence, and to top it all, that pesky Queen Bahd, the crone, has gone and kidnapped all the ruddy fairies gagin. Devotees of the rather nice, platformy, puzzley, adventurey charms of Stormlord will be familia with the plight of Llyn Cerrig, the enchanted land ravaged by a nasty fairy-napping crone. In Deliverance, the crone's back, and this time she's brought the devil. Yep, no kidding the nasty old bag has enlisted the help of Old Nick himself. You must step into the Stormlord's fluffy moccasins once again, in order to free the fairies they've imprisoned in an array of delightful locations, such as Satan's Palace, The Pits Of Hell and The Enchanted Forest.



to play Deliverance for long to find out how different it is to Stormlard. The cutesy graphics, addictive gameplay and neat

absence, replaced instead by rather standard dungeony, dragony arcade



adventure fare and rather lame frustration and repetitive gameplay.

You start with an unlimited supply of axes and a pawful of markers. These can be used and reused to help you navigate your way around the confusing, twisty, turny terrains as you search for the imprisoned fairies. The devil's henchmen (a fairly nasty array of hats creepy-crawlies, giants fists and assorted fantasy beasts) are there to try and stop you. However, most of them are quite easily dispatched with your handy chopper, which you can either lob

at the nasties or kind of whirl round and round frantically. There are energy coins to collect, but you can also replace lost hit-points by just standing still, which takes about ten



years and is considerably less interesting than watching paint dry. However, it does present a handy opportunity to get yourself a cup of Ribena or have a wee. At the end of each level, there's the usual end of level bosstype beastle to contend with. And that, folks, is about the measure of the thing, except to mention briefly that you have three lives and no continues. On the plus side, you do get reincarnated in the spot where you died, which is always a treat.

While the gameplay is, unfortunately, nothing to write home about, it's unfair to entirely write off Deliverance. The levels are large and varied, the sound's pretty good, and the sprites are big. extremely smart and quite impressively animated. It's also worth noting that the baddies are programmed to be 'intelligent' (ie they will chase after you if they can, rather than plodding off in the opposite direction).

The background graphics, too, undoubtedly deserve a special mention. They're deliciously lush and detailed all shiny marble gargoyles, billowing torches in iron sconces, delicate carved wood closets, dangling skeletons, gory



cadavers sprawled over torture devices (lovely) and naked bodies strung up in all sorts of uncomfortable and somewhat pervy positions. There are also a couple of enormous and rather unsettlingly lifelike statues of topless Egyptian chicks.

It seems fairly obvious that whoever parammed Deliverance is an axid fan of the female form - even the fairies themselves are totally starkers. But beware: spend too long trying to get a good look at a fairy's chassis, and the sneaky little devil will explode Obviously, these fairies have decided that if the charming hero that discovers their place of imprisonment is more interested in having a gander at their privates than in hurrying them to safety, they'd rather not be rescued at all, thank you very much. All told. Deliverance isn't horrendous-

ly bad or deadly boring, but then it's also several squillion light-years away from being 'one more go' fodder. Stormlard certainly had its faults, but it had oodles of charm and that certain something that had you coming back to it time and time again - two things that its sequel is sadly lacking



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Feview R

AND

re you worried about not being trendy? Scene that you can't carry off that being jumbo-cord safari suit with apiomb? Well, don't despair - now you can take a course in how to be cool from the new hero on the horizon or d

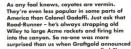
asked him myself) - another cutesy

platform game!

The story goes like this: there's a firemizer who lives in Egypt and causes all sorts of trouble. Various evil things can be blamed on him, including global warming and a sudden change in character suffered by all types of creatures, turning them from harmless lovellies into raging, barking-mad beasts.



CC in sub-aqua Cousteau goggles.



Graftgold announced a game called Fire And Ice, featuring one of the pesky varmints. Dagmar Ernst has a little soft spot for these prairie dogs, and she's about to tell you why...

Now go away and leave me alone, before I beat the living daylights out of you. Oops, sorry... I was just feeling a bit tense just then. I don't know what's got into me... ever since I played this game I've felt a bit off balance.

Anyway, as you might have guessed, it's Cool Coyote's mission to battle his way through the different levels to Egypt in order to find the wizard, sort him out and save the world. Starting in the frostbite-inducing climate of the Arctic, CC has to suffer various climatic

changes before he can finally visit the pyramids, have a relaxing pina-colada at the swimming pool of his five star hotel, and return to the Scottish Highlands, the place he allegedly prefers to anywhere else in the world.

ense in the work.

To help him on his journey, CC is equipped with a freeze-gun, which turns baddles into spooky ice sculptures. If you rue into one of these before it's thawed, it shatters into pieces, effectively taking our of the fight out of

effectively taking who the light out of the baddle. Of course, the hotter your location, the faster your deep frozen villain is back in action, so don't get into the habit of hanging around. There are also some smart power-ups left along the way. For instance, if you

instance, if you find a cloud and 'seed' it with a blast from the freeze-gun, you're showered with snowballs for you to collect and use. All in all, there are then different.

types of weapons to be discovered. My favourite was the sonic bark – a piercing howl guaranteed to

CC and Sting in the rainforest.

blast opponents from the screen and keep the neighbours up all night.

keep the neignbours up all night.

And CC even has a sidekick - a Robin to his Batman, a Spock to his Kirk - who we shall call Fluffy Puppy (because that's what he isl. This diminutive chappie sometimes wanders ahead, sometimes lags behind, and sometimes just hangs around our hero, performing that special sniffy 'hello' that only doggies can get awaw with in public. Now, if you were to



Oh cod! CC is sent to a watery grave.

use the Andrex puppy, say, as a canine shield in the real world, you'd probably set yourself up to all sorts of public censure. However, you can torget all that soft rubbish in Fire And Re, 'cos the puppy here is a Pit-Bull/Scrappy-Doc crossbreed, and is quite happy to race

ahead, taking some flak on your behalf. THE JOURNEY

s I mentioned, the hero, or rather the superhero, of this game is Cool Coyote. And cool he truly is. From the start of the title screen, when he sat at the piano, flashed me that 100 wast smile, and winked his wolfy eye, I was lost. I would follow him enywhere through fire and ice, across vost deserts and through tropical storms. Hell, I'd even go to Scotland with the boy, and

why? Because he's just sooo cool.

We started off, a merry band, battling across the barren ice flows of the Arctic. Armed only with Ole Betsy the trusty freeze-gun, we zapped the snowball-throwing eskimos and the waddling





ren embarrassment! Runny kills.



Put that eskime on ice, boy! nenguine We took not shots at Charle nd Di as they skied at us, and jumped into them before they had time to recover, thus collecting points a-bungo and the vital pieces of a broken key. When you've collected the whole key, you can enter the next leve

And what a level it is! Cool finds himself haggis hunting in the Scottish Highlands, Except he doesn't he's still collecting points and bits of key. But he is in the Highlands. The m changes from the tinkling ivories of lev one to the skirling, er... skirl of medieval bagpipes. This time, Cool Coyote has to face the onslaught of knights, wormy cratures and haggises (or is it haggi?) searching for a treasure-box and

Next, our hero dons a diving mask for sub-aqua frolics, where he gets attacked, as you would expect, by giant ants and homicidal killer-kangaroos. Or... hold on... was it fish? Ah yes - fish. If you get trapped down a hole in this level, put aside your fears of the bends and take an express elevator ride to the surface

keys beneath the rolling

on a large bubble - it's smart. At one point, I thought I was actually shooting Robocod

(something I've wanted to do ever since that creep tried to subliminally sell me chocolate

With the beat of bongo drums, level four arrives. Set in the heart of the Amazonian rain forest, things get

braw, bricht day a lot hotter and a for haggis hunting. hell of a lot tougher. Everything is harder and faster. Cool Coyote gets attacked by devious snakes and other assorted jungle creatures, while burning errows whizz through the air and Venus Fly-Traps enan at his hools

oots, mon! It's a

Next comes the Inca temple, full to the rafters with monkeys on pogo-sticks and rabid priests. Unless you manage to vickly put the latter on ice, they bad off loads of little Inca watriors, each one with an aggressive personality and a nice Happy Mondays basin-cut. Apparently, you can also go on a secret roller-coaster ride in a mine cart, but after that, there's an extra world which forms a sort of bonus points trolleydash. There are no baddies to speak of

here, but if you fall off one of the

platforms, that's it. So take it slow and grab as much as Cool Coyote's little paws can carry. The final level is set in Egypt. Here you'll find some nasty fire creatures who try to melt the power-ups before you can use them. More impominious yet, CC ends up fighting against his dinner. Yes, a bunch of goobas beco

we-a-go-heroes and start looking rocks at their natural enemy. Let's hope you manage to put the frighteners on the wizard at the end, or just think what all the other prodators will say!

Dagi: In this world of sin, I usually find that there are two types of cute: sickeningly cute and amusingly cute. Fire And Ice has the sort of warm and amus

ains and toast some crumpets. he game is so chock-full of waway ideas that until you've hed the very last level there's inished the very last level there's laways something new to discover. ake the underwater section - you an hitch a lift on a passing turtle or see the sprung hinge on a clam shel o gain extra height on a jump. It's ke a submarine playground. Thanks to the four-level training now you get a chance to have a ook at four of the seven levels.

look or four of the seven levels, which soves you the frustration of having to spend hours mooning look to the frustration of having to spend hours mooning look to the frustration of having to spend the frustration of the hould definitely etting this game





WHAT'S WHAT

William & William		
TITLE	Fire And Ice	
PUBLISHER	Graftgold/Renegade	
FORMAT	ST/Amiga	
PRICE	£25.99	
RELEASED	Late May	



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"Indy And The Fate Of Atlantis?" Amaya Lopez piped up keenly. "Fab! That means it must include both Harrison Ford and Patrick 'Webbed Feet' Duffy. My all-time heroes in one action-packed game! I can't wait." Oh dear.

f you're a Harrrison Ford fan, the closest you're ever likely to get to him, unless you bear a striking ressemblance to Alison Doody, is his weeny computer sprite. However, if you're a Patrick Duffy fan, you might as well forget it – those halcvon Man From Atlantis days have been long forgotten.

So what's this game all about, then? Well, it's the first Lucasarts Indy action game, and it's being programmed by Attention To Detail, the bods who brought us Night Shift. Lucasfilm, of course, is busily preparing itself for the release of the graphic adventure (scheduled for the summer), but in the meantime we have the first non-cartoony Indy platformy romp.

Basically, the game follows the storyboard of the Dark Horse comic, with Indy and his fiery accomplice, Sophia Hapgood, fighting off the evil (wait for it) Nazis. Some people never say die, and our Indy is one of them, and that's probably why you can't actually kill anyone in his game. You can bop the odd Nazi in the stomach, but you'll never be able to blow his fascist brains out.

The year is 1938. Indy has uncovered some evidence relating to the lost city of Atlantis - a small minotaur and a bead. A Nazi thief called Kerner steals these and other artefacts from psychic Sophia Hapgood, but luckily Indy arrives on the scene to prevent any bloodshed. Little did Indy know that the thief was working for Dr Hans Uberman, a brilliant scientist who's developing an atomic weapon for Hitler! Kerner takes the artefacts to Uberman's secret labs in the depths of a submarine.

Meanwhile, back in the States, Sophia demonstrates her black belt Aki-Lajr training and Indy allows her to accompany him to Atlantis. On the way, they visit Monte Carlo for a spot of betting, then struggle through a naval base at night, through the docks, into the submarine, and on to find Atlantis. In a bid for sexual equality you can switch between Indy and Sophia, using either Indy's whip and mean left hook or Sophia's nifty high kicks. Guide them through up to nine locations, collecting arte facts, food, weapons and tools, fighting off those dastardly Nazis, chomping on choc to restore your energy and amassing the Atlantean precious material Orichalcum





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The Godfather, Indy The Action game seems pitched at the younger end of the market. The morally-upright fact

that no character can ever die does become frustrating. You don't get much of a bloodthirsty thrill when you're whipping the Nazis' bots, because you know they'll only be down for a few secs before coughing up two squares of Galaxy. Not really the same as blood and guts oozing all over the shop.

Indy and Sophia are well animated, but sometimes they get stuck in front of corners, and you have to be quite precise about manoeuvring them ground. Communicating between characters is rather novel funny little circles, triangles and squares pop up, forcing you to rush to your manual to decipher what it actually means. Presumably, the lack of textual speech is to differentiate it from the real adventure game, and it also adds to the puzzley fun.

There are loads of locations to visit and a quick tap on a function key will give you a choice of handy viewpoints - at times though, it still proved hard to tell whether my sprite was actually being attacked. Going inisde the submarine is rather smart as is the Chief's secret cave. Although the sprites are quite well animated, the overall graphics are slightly bland and lacking in atmos phere. The sound is quite good, with excerpts of the film's theme tune, the realistic clicking of roulette wheels and the cracking of Indy's whip

All in all, Indy And The Fate Of Atlantis is quite a neat arcade romp but I did feel that the gameplay could have been better. Personally, I can't wait for the STILL graphic adventure.









The

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nd

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As a peace-loving earthchild with flowers in his hair, Martin Pond skipped and danced barefoot through the forests on hearing he was to review Global Effect from Millenium. My, what a jessie!



Utopia is awash with Sky telly dishes





Entering Bar-Chart City.

TITLE	I
PUBLISHER	ĺ
FORMAT	l
PRICE	ĺ

Global Effect

ST & 1 Meg Amigg/PC £29,99/£34,99

RELEASED Out now

ohal Effect is one of those smart games that lets you create your own utopia and then surround it with nuclear power stations and sewage works. The computer generates a world for you with continents, oceans and ice cans. It places a smattering of mineral deposits beneath the land, traces out a web of seismic fault lines, and creates an atmosphere with a certain temperature and ratio of constituents. Ft Voilal It's like a Pot Planet, it's that instant

There are a number of stock scenarios featuring stuff like Ice Ages. nuclear winters, global warming, earthquakes, volcanoes and pollution. The remedy for these situations usually revolves around planting trees switching to non-fossil fuels, refraining from detonating weapons of mass

destruction and putting the population on a strict vegari diet. You can also introduce an spice things up This is played by the computer - as an economic bully hoy seeking world dominance through

industrial blitzkrieg. Oops, my trigger finger slipped! or as a warmonger ing junta who would sooner nuke the planet than share it with anyone.

Anyway, your main aim is to build up a civilisation without treading on Mother Nature's toes. Building up a settlement involves piecing together components such as city blocks, farms, mines and power stations. You'll also have to furnish each city with a fresh water supply and sewage works

You can put your nation on a war footing via the Battle Menu. The first thing to do here is to set up your own bunker, an air-conditioned stronghold from which you can conduct thermonuclear Armageddon. Then you can construct missile bases, airfields, naval dockyards, early-warning radar and antimissile battalions. A battle map shows the current positions of your active units (up to 25 at any one time) and the coverage of your radar network. You can also use it to program in the co-ordinates of that small collection of enemy trees you want to wipe off the map.



Martin: By the nature of the subject matter, a world sim tends to be a bit on the complex side While ideally it shou be realistic, you don't want the game to suffer through being

over-complex. As part of their global warming studies the Meteorological Office uses Cray super-computers to model the atmosphere, with program runs that can last months. Now, although gameplay is far from addictive, scientists still take the results with a pinch of salt

At the other end of the scale. Global Effect simulates, on a 16-bit, the interaction of industrial, environmental and military factors in managing the world balance. So as you can imagine,

Millennium has cut a few corners to make it userfriendly It's certainly easier to use than Sim Earth. to be Jonathon

Porritt to understand what's going on. However, the game does suffer from trying to spread itself too thin, and the choice of which environmental factors have been included and

which ignored seems to depend on what's fallen off the bandwagon Irritating bits include the delays while the computer generates each map, and the inconsistencies of timescale which result in missiles taking five game-years to reach their destination - the Royal Mail could deliver a warhead faster than that.

However, for all that it is great fun to play. I have to admit I was a bit of a fascist meathead and played it as a battle sim. But I'm sure that it would be just as much fun if you were to smear yourself in Body Shop products, put an album of whale music on your Walkman and set about turning back the rising sealevels and plugging the holes in the ozone layer





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4



Cineplay International is the company, Free DC is the game and the animated characters within are rendered in what's called Claymation. Can you spot what's missing from all these American words? No?

Duncan MacDonald can...



FREE DO

ere's a little guizette for you. Name something which nearly all games seem to feel the need to include on their packaging these days. And the answer? It's this: words with a ™ tagged on the end. It's an American phenomenon. of course - just about every single word in the States is followed by a M, and the practice seems to be spreading like wildfire througho the entire world. So what's this all got to do with Free DC, you may ask. Well, the refreshing thing ab Free DC is that although it's extremely American, the packaging contains only one ™, and it's a 'joke' anyway. Free™DC, says the

title. "Brilliant," I reply. Now you may occuse me of going way over the top even bothering to mention such a small and insignificant detail, but from the planet I come from, we call things like this 'news'. So there you are - consider it reported. Anyway, the newsflash is now over, so onto the game itself.

so anto the game issett. Free" DE, is, for want of a better description, a semi-point 'n' click animated 'deventure'. Why the word' semi? Well, it's because you can't actually point into the main play window and highlight objects with which you want to interact. If a usable object is around, it'll just be taken or used by your character in a taken or used by your character in a pre-orchestrated manner. And why he inverted commas around the word "deventure"? Well, they're gene without and the word "deventure"? Well, they're gene without any real 'problems', if you know what I mean. There are no brain-blanders, no "Toacrigh, I around, talk to people, shoot the properties of the properties of

STORY TIME

It's the future, nearly all humans have died out, and the self-perpetuating robots they originally created are in control. Those humans that do still exist have been put in a zoo for the robots to observe. What's the moral? Well it's obvious really, isn't it?

The robots' single zoo isn't to be smiffed at, size-wise. What they've done is to take an entire city and fence it of the zoo we're dealing with here was once called Washington DC. It's a bit overgrown and dilapidated, but most of the buildings are still there, as are the last eight remaining humans of them? Once the still t

You play a private detective called Avery Zedd, who's been brough through time (from the past, when ther were lots of humans) because the robots have a problem they can't sort out on their own. The trouble is that one of their zoo specimens - they're not too sure which one - has constructed a device that instantly de-activates robots as a distance of 50 metres. (The robots discovered this when a group of visiting toots diginaties were terminated while



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card). And yes – the speech is brilliant at first, but after the novelty has worn off, the slightly slower speed at which the game runs as a result becomes annoying.

Enough about that and onto something else which is rather annoying access time for the recent of the speech of the

The mode about the country of the co

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tillee types of response, say, Alvon t KIND or FUNNY. How you reply to people affects the entire outcome of the game, and as there are more responses than there are stars in the sky, repeating vourself in subsequent games is not

common. Subsequent games? Yes, in Free DC you can get



TITLE	Free DC
PUBLISHER	Cineplay/US Gold
FORMAT	PC/1 Meg Amiga
PRICE	Tba
RELEASED	May/Summer

ZERO 35

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observe. What's the moral? Well it's obvious really, isn't it?

The robots' single zoo isn't to be sit to take an entire city and fence it off the zoo we're dealing with here was once called Washington DC. It's a bit overgrown and dilapidated, but most other buildings are still there, as are the last eight remaining humans of the planet Earth. So, are you one of them? One of the specimens? No, you're not. You play a private detective called

Avery Zedd, who's been brought through time (from the past, when there were lots of humans) because the robots have a problem they can't sort out on their own. The trouble is that one of their zoo specimens – they're not too sure which one – has constructed to sure which one – has constructed as the distance of 50 metres. (For robots discovered this when a group of visiting probot disjointeries were terminated while

observing some humans near the Flying Machine Repository.) The zoo was closed as a result, and several heavilyarmed Red Knight robots were programmed to find the guilty specimen and remove him.

Thanks to the de-activating device which caused the problem in the first place, the Red Knights never returned from their mission. More were sent. They didn't return either. And so on. The roque human specimen had terminated 62 robot units before the zoo director realised he was backing a non-runner and that his tactics, so far, had been crap. The only way to find the quilty specimen, he decided, was to utilise the

services of another human. So there you are. You're Avery Zedd you've been brought through time, you now have a capsule containing a lethal substance implanted irremovably in your body, and you've been told you have exactly 12 hours to locate the roque human. You're not alone in your guest, though, because the robots have kindly equipped you with an escort called Wattson.

Wattson is (as you may have gathered) a robot, and he's useful in several ways. Firstly for information you can talk to him about many things. Secondly for help - he may well be useful in certain situations. And thirdly as transport - you can sit on him and travel around the massive zoo complex much more quickly than on foot. There presence, however - he has a direct uplink to the robot command office. meaning that all your movements and



conversations will be continuously monitored. Or will they? Maybe he could be 'debugged', as it were, (But that would be giving things away.)

Free DC contains possibly one of the simplest point 'n' click interfaces you'll find anywhere, as there's hardly anything you need to do. Avery's movement is controlled by pointing and clicking in the main graphics window point somewhere, click, and he'll walk there (or ride there on Wattson's saddle if mounted). That's about it for the interaction with the graphics window as everything else is taken care of by the program.

So how do you interact? Simple. There are three red action buttons on the console, as you'll see in the screenshots. The text that appears on these action buttons changes depending on your situation. Let's say you're on foot and you want to ride Wattson instead. The action buttons (on their default setting) will read STUN, TALK, and USE. If you click on USE, the action button text will change to GUN. WATTSON and MAP. You want to USE Wattson, so click WATTSON and voila! -

Avery climbs aboard. The same sort of thing happens to the action buttons when, for instance. you want to communicate with a character. Click on TALK, and dialogue between you and the relevant person (or robot) will appear onscreen, in text boxes. When the conversation reaches a 'iunction', you notice that the action buttons are offering you an opening for three types of response, say: ANGRY, KIND or FUNNY. How you reply to people affects the entire outcome of the game, and as there are more responses than there are stars in the sky, repeating yourself in subsequent games is not common. Subsequent games? Yes, in Free DC you can get



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Dunc: Free DC's a bit of a stronge one, really. First of all the property of t

sult becomes annoying.

Enough about that and onto something else which is rationally access time for the scenery. The different location

nat little bit too long to load in, and I found myself w why, because they only take up the top half of the screen. Free DC is a pretty massive game, location-wise, so you naturally want to whizz all around... but can't. You're at A, desperately want to get to E, but cations B, C and D slow you down, even though nothing appening within them. The problem lies in the fact that if ardly have to do anything but click the mouse occasional

hardly have to do anything but click the mouse occasionally? gamelyin demonds mane speed, Circ propie just or 20 MHz. Ed. of gamelyin demonds mane speed, Circ propies in the graphics and so much fish backgrounds, but the parenties of the thereafters you get and backgrounds, but the parenties of the thereafters you get and backgrounds, but he parenties of the thereafters you get and still propies. The propies of the thereafters are propies on the still propies of the propies of the propies of the storytine. It's accellent, and shring logather beautifully, it's certain through the propies of the propies of the propies of the stream things about Fran DC are string to push you own, the plat is always there to draw you back. And you don't get stark. Free DC is an otherwise game for papels who are crops of adventure.



TLE Free DC Cineplay/US Gold FORMAT PC/1 Meg Amigg Tba RELEASED May/Summer

COSI



Most people in Britain, myself included, have always credited Dungeon Master with being the first, er... Dungeon Master type of game. Well, guess who's been terribly. terribly wrong. In

1981, over in the States, Sir-Tech released Wizardry for the steam powered PC's of the time. Wizardry was, to all intents and purposes, Dungeon Master (only Dungeon Maste didn't even exist, and was going to continue not existing for about five years). So what I'm reviewing here is Bane Of The Cosmic Force, the latest in the Wizardry series, and not a Dungeon Master clone after all.

see, are EGA. This probably leads you to assume something like: "Oh, come on – this game can't possibly be as good as Eye Of The Beholder II." But don't forget what you've just learned -Sir-Tech are old hands at this sort of fantasy role-playing caper. Their experience in the field means that the most important elements of an RPG, namely gameplay and atmosphere, are notable by their abundance. But I'm jumping the gun a bit here, because although Bane is essentially like Dungeon Master and Eye Of The Beholder, it's by no means exactly the same. Here's a quick run through of the game to give you an idea...

ren't exactly mind-owing, but then pain they're not VGA, re they? Still, what's crap PC, and does the fantasy role-

? This is another of those all nigl s that eventually becomes virtually fetime's obsession – like Dungeon ster really, but we've been into . What I will say for final stration is that Dungeon Master was arcade/RPG with the emphasis on ade, while Bane is an arcade/RPG ith the emphasis on RPG. Both work

equally well.

Oh, I forget to tell you about your quest! You've got to locate the Cosmic Forge, which is a magical pen. You've got to risk six lives to find a pen! Can you believe it? RPG's, eh?



st, you create your characters (six of them) and choose their race, sex and profession. Nothing new there,

then. But it's the abundance of choice you have that makes Bane stand out Then we come to the stats. To cut a very long story short, this is an extensive character-generating front end with a basic spell tutorial for the magicians and alchemists. You can alter your character's Intelligence, Dexterity, Personality given Karma too, but that's random).

Into the dungeons then, with the familiar forward, left and right arrows for party movement. We're in Dungeon Master territory basically, so you'll know roughly what to expect (until you get attacked, that is). Then you're into proper RPG realms. Rather than conduct the fight in real-time (where speed of thought and mouse control is of utmost importance), you have time to gather your thoughts and plan. You cycle through each party member in turn and tell them what their next move will be (a battle can last for several moves). There's a large choice of moves,

ranging from fighting to using spells to running away - what you get in each case depends entirely on what the individual character is capable of. Once the whole party has been given battle instructions, the fight begins, and all you can do is watch (and pray).

Now it's back to the Dungeon Master routine. Walk around, open doors, find things in chests, discover new spells, discover new weapons, walk down stairs to lower levels of the labyrinth and so

on. Then there'll be some fighting. Then some running. Then some hiding. Then some more walking and opening doors.

You become totally engrossed and, before you know it, you realise you've just spent five days in front of your monitor, without eating or sleeping. It used to be called Dungeon Master-itis, but now we know the real story.



Bane of The Cosmic Forge

PUBLISHER Sir Tech/US Gold FORMAT PC/Amiga

Tba May/Tba





D/GENERATION*



A secret project is out of control at Genoq Corporation, the world's leading biotech research lab. The building is in chaos. All employees are either dead or zombies. The security system is blasting away at

D/Generation, a malevolent organism that uses virtual reality to

anything that moves.

disguise itself, has taken over. And it is your task to destroy it

But first, you must find a way to stay alive. Then, as your

understanding of this evil force increases, you can take the fight to the enemy. The tools you have are sparse. Little more than ingenuity and determination.

Over 120 rooms filled with traps and surprises

al intro. and sound effects IBM PC, Amiga, Atari S7





VIRTUAL REALITY MEETS ACTION ADVENTURE

For your local dealer, contact: Mindscape International Ltd, The Coach House, Hooklands Estate, Scaynes Hill, W. Sussex RH17 7NG, Tel: 0444 831 761.

tries to buy about his herb aceous border. Clay Jones, Gardener's Question Time host, goes into a

trance while experiencing the mind-expanding ling Baby Bio. Ratpouch. during one

of the rare mom ents when he anages to keep his gob shut.



Given a free evening with nothing much on telly, Martin Pond likes nothing better than manipulating some objects and perhaps even interacting with some people too. Sounds like the ideal person to review Virgin's The Lure Of The Temptress to us.

he Lure of the Temptress (henceforth to be called LOTT) is an interactive graphic adventure developed by Revolution Software. It's the first one to use their Virtual Theatre system, an adventure engine which aims to create a 'real world' environment inside your computer's memory, in which the cast exist and interact with one another independent of the player character. Hence the game advances and develops in real-time... whoops, I'm getting a waffle-overload warning here, perhaps I'd better just bedazzle you with the plotty bit.

You play a scummy peasant called Diermot, an unlikely and unwilling hero who is thrown into mentous events by a mere twist of fate. (So he's very much a John Major figure.) Diermot lands himself a bit of a holiday job as a beater on one of the King's hunts. However, what should have been a pleasant few days harassing the local wildlife turns horribly wrong when news is received that the enchantress Selina the 'Temptress' of the title, has



Luckily, Diermot had already concealed his chicken inside his tights.

orchestrated an uprising in the distant town of Turnvale. So the king rides off, anxious to show Selina who wears the codpiece and hose in the kingdom. This he does quite convincingly by proceeding to get trounced by her army of Skorls freelance thugs with the sensitivity and compassion of a Doberman and the winsome appearance of a baboon's bottom. Diermot, a card-carrying coward,

unfortunately finds himself in the thick of the battle and, worse still, on the side that comes second. Suffice to say, our hero ends up as a prisoner in the smelliest dungeon in occupied Turnvale. That's where you kick off - you've got to escape and liberate the town, and to do that you've got to go on a blind date with the Temptress herself.

THE LEADING MAN



The game boasts a labour-saving point and click interface and an intuitive user interface. The unshot of this is that it's all very logical and simple - there's no typing required, just the two mouse

buttons, so you don't even have to take off your oven-gloves when you play. When you're entering a command, you're given a selection of nouns and verbs which you cobble together into a sentence (a tried-and-trusted technique pioneered by the games correspondent



of Today newspaper). For instance, if you wanted to use an item in your possession - a Pot Noodle, say - the computer would then provide you with a list of logical possible verbs such as DISCARD, BURY and FLUSH, without wasting your time with words like EAT. Similarly, when you talk to a charac-

ter you're given a number of useful topics of conversation and pertinent questions. So if you were to meet Cliff Richard in this game environment (and I'm not saying you will, I don't want to give the plot away) you might have the option of asking him about a) being dumped by Sue Barker, b) his colos-

tomy, or c) if it's true he's a still a virgin. One of the advantages the game has over previous graphic adventures is the autorouting system, which has the characters moving gracefully around the screen as if they'd been choreographed by Lionel Blair himself. It works like this. If Diermot encounters an obstacle when crossing a room, then rather than him coming to a perplexed standstill he'll walk around it without help (like real people do). All the other characters do this too, so even though up to five can be onscreen at once, log-jams are rare.

RESS

THE COMIC SIDEKICK



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Early on in the game vou acquire a loyal companion called Ratpouch, an independent character who you get to boss around The commands you give to him are similar

to those used on the player character. except that they can be linked together to form a long agenda of things to do. So you can pack him off to complete some task, safe in the knowledge that he will complete it to the best of his ability and then come bounding back to you for a pat on the head and a tickle on the tumkin. This is essential, as some of the puzzles are impossible to solve if you're working on your own. Though you can issue commands to any of the characters, only faithful old Ratpouch is guaranteed to give it his best shot without you having to resort to offering money or personal services.



THE SUPPORTING CAST



One thing LOTT is not short of is other characters to interact with - it's got a cast of literally thousands. (Twenty actually, Ed.) Eleven of these are free

to wander around as they go about their chores. They autoroute their way from location to location, exchanging gossip with one another as they meet. This allows you to pick up the odd snippet of info just by 'eavesdropping' on the speech bubbles.



THE CAMEOS



The other characters interact in the same way, but they're effectively stanled to the floor and are always to be found in the same place. Like in Eastenders, with Big Ron always in the Vic, (except the bit parts in LOTT get more lines than Ron).

Characters you meet can be friendly or aggressive, or they may adopt an attitude best described as 'jury's still out on this one - I think I'll interact with you a bit more before I come down off this fence'. The other characters also interact with one another, depending on their personalities. At one point you take a magic potion - a sort of Bobby Dayro Juice - which turns you into an exact

facsimile of Selina. So when you approach the villagers, they treat you to the kind of

welcome reserved for Jehovah's Witnesses and FAST response teams.

WHAT'S WHAT



FORMAT ST/Amiga/PC

RELEASED May



artin: I know I've been projing more attention to the game environment than to the game environment than to the game estalf, but that? because this is only the first adventure to use Virtual Theatre, and it's important to get a feel for it. Besides, I don't want to spill the beans about the plot, you little cheats.

Anyway, there's loads of attention to detail. A lot of care has gone into creating each location, there's the odd bit of animation in the background and some atmospheric sounds (birds singing, bells tolling etc). Nellie, a well-built barmaid at etc). Nellis, a well-built barmaid at the Magpie Tovern, looks like the Hulk Hogan sprite from WWT, and has the insanitory habit of scratching her ampits before she pulls a pint. But Elsion if the lady of dubious morals' was a bit of a let-down. Her turpitude seems to manifest itself in her sitting around and knitting. Until a stronger has introduced themself, they'll only be referred to as stranger, so you won't know as stranger, so you won't know who's who at first. (Just like in real



life, where 'strangers are just friends we haven't met yet', Ed.) Yes, it's definitely more realistic. 1es, it's definitely more realistic. However, the game seems quite tedious unless you know just what you're doing. For instance, there's a loading break between each screen which, though brief, can be which, though brief, can be annoying if you're roaming around looking for clues in a maze of emply rooms. Things aren't helped by the puns, which are a bit poor, and get poorer the more they're repeated (in this respect, it's more like 'Virtual Panto').

like "Virtual Panto").
In a way, LOTT is a brave
In a way, LOTT is a b





SLANDS

Empire Simulation has brought out a sequel to Team Yankee – a mouse-driven battle sim called Pacific Islands. Martin Pond claims to have been Monty's double back in 'The Big One', so we let him try it out.

ne can fully understand Empire Simulation's dilemma: ever since those yodka-snorting atheists in the Evil Empire turned soft and got hip to democracy, there's been a deficit of decent villains. Obviously, there's a limit to the number of scenarios you can build around the dastardly deeds of the Welsh. But talk about unlikely scenarios: disaffected renegade Soviet communists invading an atoll in the Pacific called Yama Yama, I think I'd have less of a problem for maverick kick-boxing nuns laying siege to the fleshpots of Amsterdam. Still, there you have it - the game puts you in charge of four armoured units as they spend an idyllic holiday islandhopping and commie-bashing around the Pacific Ocean.

First of all, you're given a mission, briefing and given the opportunity to set the time and target area for an airstrike. This is useful for creating a

waking you up if you've dropped off.
When you're in the battle zone, you can control all the units at once with the four-way split screen. For each unit, you can view either the status screen, the



What is the OS symbol for disaffected renegade soviet communist?

map screen or the 3D view screen. The latter shows a view from the turret, and lets you select and fire the various weapons. It also has a smart IR imaging scope – handy at night, or if you've been using smoke grenades (especially, since the closest the Russkies have got to equipping their tanks with night vision is extra carret rations for the ouners).

extra carrot rations for the guinners. The map screen shows where your team is in relation to enemy units, buildings, rivers and roads. The man-made structures include: radar dishes, ammunities structures, and civilian buildings. They all look different on the 3D view, so there's no excuse for turning that perceitative hospitals and you'd! be

coming home to a helfly fine! That's the horror of war, I s'pose. To move a unit anywhere, you have

To move a unit anywhere, you have to decide whether you want it to travel under cover or at speed over the open plains, and then program a destination point into the map. Some thought also has to go into the unit's arrangement to make sure that it presents as small a target as possible.

beef about this game is the movement control. You can't change direction in the 3D mode,

while fine control (such as would be required to negotiate a rridge, say) is impossible with the waypoint system. Hence rridges lose the strategic value hey have in real life, because his last point necessitates that ivers are fordable at every wont. It's a crying shame.

Joshamore, the control panel or reducidon buttons energy where, A unit's tanks can be laced in more usless formting tena, and there's a button ing tena, and there's a button or select such of them. And why was a button for the laser ange finder? You only touch it nace, to turn it on at the start of the mission. Having get all that if my chest, the game is very basoching when you get the lange of the control. It's got all that and the selection of the selection of an ange of the control. It's got all that the selection of the the selection of the



he best bits about Team Yankee, ut it's a lot more user-friendly – oou can now shoot buildings and ven trees! Another good point is hot the outhentic specifications or equipment have been used such as the re-load speeds of the

The simulation is very atmossheric, and is very successfull in ecreating 'the fog of war' - if rou haven't lost a unit through riendly fire by the end of the irst mission, I'll eat my tin last. It's still a bod STOP





TITLE	Pacific Islands
PUBLISHER	Empire
FORMAT	Amiga & ST/PC
PRICE	£29.99/£34.99

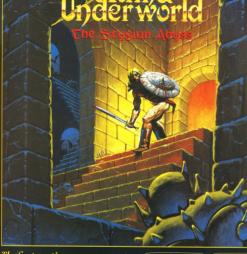
RELEASED Out Now

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82







The first continuous-movement, 3D-dungeon, action fantasy!

You never have to stop walking, running, jumping or fighting in this continuous-motion, virtual-reality epic! Every wall, precipice, bridge, object and character in the dungeon is painstakingly modeled in 3D space! Look down, straight ahead or up to find clues, solve puzzles, avoid traps, and battle fearsome monsters!

Some games must be played to be believed and Ultima Underworld: The Stygian Abyss - a game of action, motion and movement - is one of them.













In these troubled economic times, launching a brand new software house is quite a hold venture. Enter stage left - Mirage, Mirage has been spawned by a former MicroProse big cheese and one of the country's leading games distributors. In order to carry it off, it'll need to have a pretty strong product line-up, Anyway, it's about

time we had a look, isn't it?

VHAT'S WHAT Humans

TITLE
PUBLISHER
FORMAT
DRICE

RELEASED May/June

Mirage Amigg/PC 629.99/639.99

IT'S JUSTA

Dewsbury-based Imagitec is the development team that has brought us Prophecy: The Viking Child through Electronic Zoo (RIP) and is currently working on Daemonsgate, a role playing adventure game for Gremlin. Now the team is

o-up with Mirage, and two new titles are in the offing. The first is Humans, and it's a title that's got the Mirage team all hot and bothered.

Based on a kind of Lemminasstyle namenlay, the game puts you in charge of a group of prehistoric tribes-neonle. Guiding each individually, you have to help the little people across various hazardous levels. Each level sets you an objective, related to important discoveries in man's prehistorical development - you know, like fire and the wheel. These discoveries are represented simply by the appropriate sprite, hidden somewhere on a level (usually somewhere that'll require a bit of mind-power to figure out how to get to it). Now although you'll literally pick this icon up, you shouldn't take it literally, oh no siree! You see, it's an analogy - it's symbolic of the discovery of the item in question, the acquisition of knowledge, if you like.

essential list of control icons which will enable you to climb on each other's shoulders and nick things up. Once you acquire this 'knowledge', you'll then receive new control icons that'll enable you to put the object in question to its various uses Say, for example, you discover the spear You'll then find you've gained a selection of new control icons that'll

You'll start the

game with a bare

enable you to throw the spear, use it to pole-vault over gaps or guard things. So your influence over the little people builds. The game. in turn, becomes more complex as you acquire methods of overcoming the obstacles ahead of you. It will be possible for you to kill your

chaps, but you'll have to be careful not to get too many topped, as you'll need a certain number to complete a level

The little human graphics are very cartoony, and have numerous humorous animations to accompany their actions Run them off a cliff, and they'll pause, fixed in mid-air before doing a doubletake and plummeting to the ground. Ouch! Mirage is very excited about the prospects for Humans, and judging by the success of Dark Seed and Ashes Of Empire (both reviewed in this issue), it certainly has an eye for a good product. Sort of bodes well for the future, doesn't it, gamesters?

SCROLLING WINDOW

STATUS WINDOW

CONTROL ICON



AN ILLUSION



RAGNAROK



many times: Ragnarok, when the gods gather together for the final apocalyptic battle: Fimbulvetr, the long, hard winter destined to follow Ragnarok: and Briteonrok, when all the gods go on a day-trip to the seaside. For the top god, Odin. Ragnarok is the most important not least because this is the time he is destined to be slain.

Understandably, he's not too keen and decides to pervert the course of fate. To this end, he creates a cunning plan. Now it came to pass that there was a board game that was tremendously popular in those days - a sort of Norse Trivial Pursuit, if you like. Odin crafts a special version of this, with pieces recombatants in the forthcoming struggle. By playing this game against wily opponents, he hopes they'll unwittingly show him a strategy that will enable him to outwit his destiny. Naturally, this presupposes that Odin will be able to

makes a hirrova crucial error - he dons a hefty disquise and takes the board game down to Earth and into a pub.

This is where you come in - Ragnarok is a computer version of that self-same board name. You get to play Odin ginger toupee (optional extras, not included in the game) as he takes on various human opponents. To win the game, you'll need to defeat each villager twice - first in the guise of Good, and then in the role of Rad. So how do you actually play this Ragnarok then?

GAMEPLAY

tricky to master sort of titles. It's also one of those games that doesn't have evenly halanced sides (ie it isn't like draughts or chess, it's more like Escape From Colditz). Each side has different characteristics, and different things to achieve. Unlike Colditz, each side has a fair crack of the whin, so the old 'no-one wants to (You've got to beat the computer from both sides to complete the game.)

The board is divided up into squares, eleven by eleven, and there are two sides: Black and White (or Good and Evil

loce Odin will

in Odin's special game). The good side has eight pawn-like pieces called Einherirar (the warriors that fight for the gods), four special pieces (selected from six of Odin's god chums, each boasting special powers), and a piece representing Odin himself. The evil side has 20 pawns (representing the giants that oppose the gods), plus the four special pieces (again chosen from six powerful beings boasting special abilities).

The goal of the good side is to manoeuvre Odin from his starting square, in the centre of the board, to the safety of one of the corner squares. The goal of the bad guys is to prevent white from succeeding in his aim, and to capture Odin. Taking pieces is achieved by surrounding them - the tougher the piece, the more of your bits you'll need to capture it. Two pieces adjacent to a pawn will capture it, but you'll need four pieces to grab Odin. As for the special pieces, these offer you the chance to control Thor. Frey, Vidar and Heimdall. Choose these four and you'll miss out on the chance to ride the valkyries, and you'll also have a spare tyre. The baddies special pieces include Loki

VISUALS Well. Imagitec is keen to eradicate

traditional difficulty levels and is choosing instead to have each of your twelve human opponents offering different characteristics. Some will be better players, but may display different weaknesses to less skilled opponents.

Interleaving graphics will show you your opponents reacting to your performance! This will add layers of atmosphere and give you some indication as to the type of opponent you're dealing with. The game will boast large sprites which animate in movement and combat rather like Battle Chess pieces. It all sounds rather neat, doesn't it? Well, you'll have to wait for its release in June to find out.



A HEAVENLY GRAPHIC

rah! This is where Odin hopes to nd his retirement.

THE OUTER CORNERS ty for Odin, but will the bad guys him reaching his destination? START SQUARES

WHAT'S WHAT Ragnarok

TITLE	Ragn
PUBLISHER	Mira
FORMAT	PC &
PRICE	Tba
RELEASED	June

Mirage PC & Amiga

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ZERO 43

review



who we get to be pretty down useles to how concerted a waster plan of their failed and the second of their failed and their f

If this storyline is somewhat familiar, you must have seen Edward D Wood Int's classit turke of a film. It was dreadfully acted, contained somewhat dodgy props (such as paper plates on string masqueroding as flying soucers), lucifrous sets and terrible continuit The stor, Bela Lugosi, died during filming, only to be replaced by a complete nonentity who looked nothing like him to be complete nonentity who looked nothing like him.

continuing data bias.

Committies observablers games described for flow the filler's terrylines, including the following data for following following

PLAN 9 FROM OUTER SPACE

Plan 9? Well what happened to plans 1, 2, 3, 4, 5, 6, 7

and 8, you may
well ask? Er...
they failed. But is
9 a lucky number
this time around?
And what's all this
got to do with you
unyway? Amaya
Lopez poo-poohed
any threat of
zombies and
tackled Gremlin's
first film licence.





grips with Gremlin's new adventure interface is actually quite easy. The screen setup is reminiscent of Legend Entertain-

ment's previous offerings like Timequest and the Spellcasting games, comprising, (for the most part) of a fairly static graphic area surrounded by the inventory and story text. Clicking on Walk, Pick Up or Examine, for instance, will

call up a pair of legs, a hand or a magnifying glass (à la Leisure Suit Larry) which you then guide onto the object or location. The game does become frustrating at times



disappointingly straightforward.

The characters on screen roll their eyes and wave their hands abart occasionally, and although the graphics are colourful and well drawn in comic-book 50's style, it's more like pictures with

accompanying text rather than a fully interactive adverture. Also, it's all very well having every character in the game reseasmble Vampins or for Johnson in order to retain the tackiness of the film, as a bit thin. However, some of the animation is particularly nest – especially the sensation of hurring through the streets in the taxi, swimming in the saw with rather unusual fish and, best of all, the digitated excepts of the nest limit and the streets in the taxi, swimming in the saw with rather unusual fish and, best of all, the digitated excepts of the rath film elimination of the control of the

room. The editing room. The editing machine is rather smart – the screen goes into Zoom mode and you can fast forward, pause or rewind to your heart's



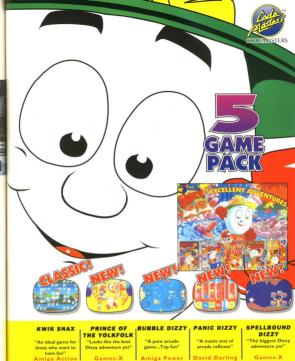




TITLE Plan 9 From Outer Space
PUBLISHER Gremlin

FORMAT ST/Amiga & PC
PRICE Tba

RELEASED Out now



have fun" Amiga Action

Games-X Amiga Power Games-X

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asters Limited, PO Box 6, Learnington Spa, Warwickshire CV32 OSH. Tel: 0926 814132.

We've found a system, a brand new system. and a secret ingredient called Project X. Chief scientist Michael 'Work Experience' Squires takes Team 17's newie down to the ZERO lab to put it through its paces.

hose darn scientists, just who do they think they are? (Er... scientists, actually. Ed.) Well, they've only gorn and done it again - they've accidently brought the world to the brink of destruction. The mad-cap chaps have created massive, mutated droids, which for some reason bear an uncanny resemblance to insects. These beauties are all byproducts of a series of biomechanical experiments using powerful x-rays. Due to their volatile nature, the droids were then dumped on the planet Ryxx (named after the celebrated star droids not only survived and flourished on the hostile planet, but also acquired the habit of dropping their trousers and available opportunity. Now their powerful intelligence circuits are telling them to seek revenge on their creators and the whole of civilisation as we know it. Understandably, the

Federation is starting to get a little hot under the collar about the prospect of annoyed droids, and is forced into action Surprise, surprise - this is where you come in (rather like Cilla Black). Your mission is to fly to Ryxx, right into the heart of the station, and wreak your revenge on the state of British comedy by blowing the planet sky high

WHAT'S WHAT TITE Interphase PUBLISHER Mirrorsoft

November



Bogovs at 6 O'clock... augh! I'm hit! (And it's only level one, you clot. Ed.)



Quick – get the Preparation H out – I'm about to have problems with asteroids.



Waah! Watch out - you're being attacked by the KP Outer Spacers!



ontal scroller moves – If is it such great fun to play.







PRICE £24.95



The origin of the word 'Apidya' is not known. 'Toby Finlay' can be translated as 'lazy bast' in Serbo-Croat, so who better to review Play Byte's new shoot 'em up?

pidya. It sounds vaguely rude, doesn't it? And with the publisher being called Pla Byte, I was hopin... er... worried that it was going to translate into some obscenity, and that the game would be full of scantily-clad girlies. This is (unfortunately) not the case. But what it loses on the soft porn side, it makes up for by being quite excellently violent - Apidya, whatever it may mean, is, as you'll have learnt from the intro, a shoot 'em up. The plot's as laughably thin as ever. This time, there's a geez called Ikuro whose chick's been attacked by a swarm of mutant killer runner-beans. (They're insects, actually. Ed.). Well, they look like beans

on the intro sequence. Anyway, Ikuro takes offence at this gesture (he evidently prefers carrots) and turns himself into a Venus-esque fly-thing to avenge his fallen female friend. Actually, if you can get

another person to play, he brings a mate as a much more shandvish aphid which is about as much use as the jeep was in Silkworm (ie not much).

As well as yer standard gun, you can hold down Fire to make your fly let go with something which (rather worryingly) resembles a rocket-powered, um, 'gentleman', but no shooter would be a

shooter without a bag of bountiful bonuses, and Apidya is no exception. They're pretty standard really - speed-ups, lasers, droids and the like - but they do their jobs all the same. Let's face it, when it comes to battle it doesn't matter whether it's 'Super Nashwan Turbo Bitmap Brothers Power' or the enigmatically-entitled 'Spread Shot' as long as it blows things up.





HE:

TITLE	Apidya
PUBLISHER	Play Byte
FORMAT	Amiga
PRICE	£25.99

GRAPHICS (3) ADDICTIVENESS (3) OVERALL SOUND (2) EXECUTION (3)





e seen Alien. You've seen Aliens. You've seen the England rugby team. All of tesse were inspired by the horrific tesse were retwork of HR Giger. easy cartilage, face-huggers, est-bursters, telescopic jaws, acid asooc - all by-products of HR
Giger's paranormal wet dreams.
Now you can play a game based
completely on all this biomechanical codswallop, called,
spookily enough, Dark Seed.

Exploration is possible via the old Sierra-style three-pronged cursor ploy. One click of the right mouse button gives you a Move icon, next click and it's mave Ison, next click and it's Examine, and finally it's Manipulate. With this, you can investigate the nookiest crannies of your yuppie household, with its old nd secret passages.

Then you can mooch into town and manipulate the beautiful ibrarian, the barber and the local

cemetery to desecrate a few grave and dig up some stiffs.

A lot of walking and digging around eventually leaves you with an array of apparently useless objects: a pair of gloves, a tin of

At last! An arcade adventure based on HR Giger's gruesome artwork! At last! A title that can only be said in a deep, gravely voice - Dark Seed. At last! Another review by the crappiest writer ever - David McCandless.



'lovely' game it looks great. Until you get into Gigerworld, when everything gets a bit disturbing. But let's forget that for a second. The graphics depart from the usual cartoony or comic styles, plumping for outand-out realism. So we get pretty paintings instead of locations, a sort of cross between digitised and artworked pictures. Even Mike

himself, in his bloody yuppie tweed jackets and yuppie slacks, looks like a real sci-fi Mike, and even gets bigger and smaller as he moves closer and further away. Sounds a bit rudimentary. I know, but to have your moustachioed yuppie hero do this. and to watch him dip in and out of such exotic locations is almost stunning

The danger with producing such a 'lovely' game is that you can go over the top on the 'loveliness' and forget there has to be a game in there somewhere. Cyberdreams has managed to keep the game in there, even though it ends up as a fairly average adventurepuzzle thing. Try these tricky puzzles: a trunk is locked with a rusty

bolt and you have a crowbar: a sturdy gargovle and a rope; a tin of Russian sardines in a shop and some money. There aren't exactly layers of cleverness here. Annoyingly, a few of the puzzles are dependent on what time you do them, which, as Mike Gerrard will tell you, is a pain in the beard However, this game has a very rare

quality for an adventure game - there's an actual excitement on entering a new room or finding a new object. It sounds





For the last time, I don't want a Watchtower! a bit perverse, but the smart graphics. the rough realism, and the expectation that a face-hugger might leap out at any

moment and suck your face off, keep you going no matter how monotonous the constant to-ing and fro-ing might get. You can get complacent about arcade adventure games, taking all the lovely

graphics for granted. Dark Seed doesn't really let you. I sat there, blindly trying one object on every other object in every location until it was me who had the mysterious headache.

Intentional or not, it's this clever atmosphere that raises it above normal adventure gameplay. Dark Seed is a fab arcade adventure that succeeds in being both atmospheric and scary at the same time.





Dark Seed PUBLISHER Cyberdreams/Mirage PC VGA 3.5 & 5.25/

Amiga 639.99

Now/November





Fancy winning a week's coaching at The School Of Soccer? How about a real leather football or a World Cup video? Do you have an unnatural craving to step into the shoes of 'Big' Ron Atkinson?

ell now you (almost) can, with the help of *Championship Manager*, bomark's new football management simulation, reviewed on page 52. It puts you in charge of hiring and firing, working out the budget,

and sucking up to the board of directors.

The entire British League is represented, plus some nonleague and European clubs.

represented, plus some horleague and European clubs, and the game has data on 1,500 players, along with 650 back-up staff. It's up to you to decide

It's up to you to decide on team tactics, and to buy and sell on the transfer market while keeping an eye on the financial info. Since the icon-driven control system lets up to four people play at once, you can even try buying the your peak and riving the

out your pals and giving them the boot.

Anyway, the chaps from Domark are so excited about Championship Manager's release that they're sponsoring this smart compo.

THE FOOTBALL BOOTY...

First prite gives two people the chance to spend a week honing their footies skills est the School Of Soccer. If you don't get lucky with that one, you might get one of the five leather footballs being offered as second prize (remember - you hoven't really been hit full in the face with a football until it's hoppened with a proper leather one.) If all the proper leather one, If all world Cup videos - you can waggle your bottom with Roger Miller, sing with Povarorti and blub with Gezza. Betho can't wait, can you?

D()MARK



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THE SCHOOL

is in lacfy Lactorshire, the hochool of Socrer runs residential concling courses for boys and piris aged between six and sixteen. The school boasts o vast looking field, a sports hall gym, we swimming pools and numerous brants courts. The properties of things and use the properties of the properties

- commonation and rui
 board.

 As many wedges of orange
 os you can eat.

 Visits by professional players
 (subject to availability).
 Organised leisure-time
 activities (including full use of
 the School Of Soccer joke breasts).
 Laundry focilities. (Lummer
 ts worth it just for this last
 one, isn't it?)



Addross Post Code __

I am a boy/airl (delete as TIE-BREAK

____Age next birthday_____

Using your skill and judgement, place a cross on the picture where you think the bald spot is most likely applicable), and I relinguish any right to claim compensation off the Ed should I suffer a hideously disfiguring sports injury while enjoying the first prize.

L------

Anyway, if you fancy a crack at this compo, here's what yo do. First, look at these questions:

Complete the following well-ke
 Bitch and then you die.
 Game of two halves.
 Long, sticky thing with a frilly end.

2. The year managerial child is not decide which of get decided to get decided to

Cosching Method?

1. Blood, weed and tears.

b. Using improvisational dance and role-playing psycho-drafte-based specific specifi

Now place the letter corresponding to each answer in the space provided on the coupon below. Fill in the 'tie-break teaser' and then mail your early to: Which World-Famo-Ceething Method? Compo, IERO Magazino, Dennis Publishing Ltd., 19 Bolsover St, London W1V ZBP.

• Employees of Dennis Publishing and Domark Software Ltd aught enhering this compo will be playing right back. Right back in the changing room, that is. • Any entries received after June 30th 1992 will be sent off for an early balk. • The Ed is the man in black and his decision is final.

HOW TO GET A FIVER OFF A COPY OF CHAMPIONSHIP MANAGER

Snip off the coupon below with a pair of scissors.
 Look up your nearest Game Store from the list below.
 Rush around to your nearest Game store, clutching your

4. Costs around to your nearest value store; corching you coupon (the one from point 1, remember?).

4. Grab a copy of Championship Manager, then approach a soles assistant and say "Tou are a Game store sales assistant and ! claim wr five pounds off this copy of

5. Go home, tired but happy, to play your fab new game Blimey, you can't spit for hitting a Game Store.

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£5 MONEY OFF COUPON

(I'll be your best mate.)



CHAMPIONSHIP

Far too old and fat to actually play football, Lord Paul Lakin settled down into a comfortable armchair to do battle with Championship Manager and a cup of tea.

anotabil is a lot like trainsporting. Well. no, that's not strictly true. Football is nothing like instances to the string string. They playing the eng ball agame on Platform 3 owners can station under the wheels of the 19.34 London to Hull Central. However, being a Yoothal in a lot like being a trainsporter. All evenings spent on a draughty, exposed concrete platforms or terraces author. They wastoling nothing very murif for a long training to the string or they wastoling nothing very murif for a long training they wastoling nothing very murif for a long training the string they wastoling nothing very murif for a long training they are the string they are they are the string they are t

defence to head home (or the 14:03

arrives on time).

Taking things a bit further, there is a seriously trainportery element in a seriously trainportery element in a ports. The supports a cometimes seriously elements of the seriously elements of seriously elements of seriously elements of feel, For these people, nothing that could happen on the field is as section, as what happens in the form book, league table or accounts (edger. For them, Championish (Manager's like a wet dream come true, II beg your particin. Ed)

There is a frightening amount of information to jugible with in Championship Manager. On the playing side, each member of your team is rated for space as the side of the side of the space of the side of the side of the side of the side of side side

they've all got their own characteristics

and abilities to worry about too.
And of course there's the everimportant money side of things.
How are attendances going?
Can you afford new players?
Can you afford to send your
injured striker to a special clinic
in America? Most important of
all; can you afford a new suit
If you can wheel and dea!

your way through a week of

this, you might actually get to Saturday with a squad. Having selected your team, your tactics and your style of play. it's action time - a strange sort of action. though. Rather than watch the match, you watch some bar charts jiggling up and down to display both sides' attack, midfield and defence, plus the occasional commentary to highligh goals, penalties, bookings and injuries. After the match there are more statistics to plough through showing each player's performance as well as the performance of the team as a whole. Then it's back to more decisions, more statistics and more anxiety until the next

match comes erolind.

Pault: One glance at the manual and a couple of gathe screens was enough to screens was enough to screens was enough to the was stayed at home. This was obviously complicated game, and probably a

pretty boring one at that. Couldn't I review a mindlessly violent shoot, 'em up with loads of gratuitous sexizm? No. apparently I couldn't, so Championship Manager it was.

As it turned out, it was nothing like

as bad as I feared. In fact, I got quite hooked and was still battling away in the promotion zone long after the pubs had called last orders. Although there is a welter of

Although there is a welter of information to get through, the game is actually quite straightforward to operate. You can choose to check every single statistic, test the wind speed and read the messages in the tea leaves. However, if you just want to pick the players with funny names, you can do that too.

To be honest, I'm always a teeny bit sceptical of the facts and figures in these games. How many of them really work and how much of it is a mixture of three key figures and splash of random? For



example, Championship Manager boasts the new idea of character compatibility. Team performance can be affected if the manager or trainer have wildly different temperaments than the chief striker, frinstance. Of course, you've no way of knowing if it really is.

One of the unusual and appealing touches in the game is that you're not tied to one team. You are more important than the team, and it's possible for you to be sacked or move to another club at anytime during the season. A neat touch.

Domark Trophy is a case of gratuitous self publicity taking over from realism. This may sound as it I'm taking it a bit seriously, but serious football fans are the ones who'll be queuing up to buy this game. It's a bit offputtingly statpacked, a bit slow (particularly when you have to sit through all the results), but at the end of the day (Brian), this is a



	I S TOTAL
TITLE	Championship Manag
PUBLISHER	Domark
FORMAT	Amiga & ST/PC
PRICE	£24.99/£29.99

RELEASED Out now





It doesn't necessarily mean they're no good - it just means we couldn't fit them in elsewhere in the mag. So three cheers for the lucky pieces of software that ant caught in the safety net that is the Shorts page.

nfogrames' Go Simulator computerises the oldest strategy game in the world (and you thought it was Space Invaders, didn't you?) Of course, it was originally played using dried vak faeces for counters, but this updated version has plain old black and white playing pieces.

Simple but very cerebral. Pools Of Darkness from US Gold is billed as 'the cataclysmic conclusion to the greatest Advanced Dungeons And Dragons fantasy role-playing series ever'.

GO SIMULATOR

For those already acquainted with the series, this one is also set in Moonsea and boasts a selection of new spells and monsters. Of course, like its predecessors. Pools Of Darkness can be gratuitously saucy artwork on

the cover, if nothing else Samurai - The Way Of The Warrior from Impressions, is another of those



strategy war-games from the Rourke's Drift stable. Set in feudal China, the

scenario for this one has you trying to take over as many cities as possible while wearing the most flambovant costume and oppressing the most peasants. The animated bits include battle scenes and a meticulous hour-long tea ceremony sequence. Gripping stuff indeed

John Barnes European Football, from Krisalis, is an arcade simulation of the European Championships It's got all the usual features plus extras, such as an impressive set-piece

designer, which allows the players to program complex free kick

Christians and Moslems duke it out in Virgin Games' Vengeance Of Excalibur, This point 'n' click graphic adventure. cum-strategy game has you waging iihad in medieval Spain, in an attempt to to recover the sword Excalibur. You'll be using magic, brute diplomacy as you juggle the various

religious factions. (A little hint: don't cross the Quakers)

Superski 2 from

Microids lets you have a bash at all those winter sporting events without the embarrassment of having to wear furry après ski moonboots. Yes. it's got the lot: slalom, downhill, uphill, bobsleighing, ski-jumping, hot dogging, and even snow angel making, (Hot doggina? Ed.)

SPEAKERS'

Sitting on the guest reviewers' panel this month are feminist writer Germaine Greer and suffragette Emmeline Pankhurst:



up game engine and graphics. Its plot takes the form of a risqué romp through the singles scene, However, I

or not? Ed.) Er... that would be a 'not' then, but I did like the theme tune. Right, over to

Emmeline: Thank you, sister. My fave title this month was Cover Girl Poker, a piece of good, clean fun from Sales Curve. The Bridge, before evolving into Susan Tully's Dress-Up Poker (in which the aim was to swathe the Eastenders starlet in as many swame the castellars states in as many layers of thick knitwear as possible), finally finishing up as a version of strip poker featuring a number of Daily Sport stunnas. male-fantasy figures: nurse, bride, school dinner lady, etc. However, if you play your ards right, by the end of the game you get to see them tastefully posed with their dirty pillows out.

I don't know, though - Maria Whittaker, Minnie Champ and Trine Michelson are not my first choice for Michelson are not my first choice ter positive role models to give to impression-able young minds. Come on, Sales Curve – how about women like Marie Curie, Florence Nightingale and Mother Theresa? Let's see them with their ya-yas out!

Germaine: Ya-yas? Hang on a second – you're not Ms Pankhurst! Oh my God, it's Mike Baldwin in drag. Right, wave goodbye to your knackers. Mikey-boy...

Mike/Emmeline: Don't be like Thank you, ladies. ark, Ed.)





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eview

SPACE QUEST



Sierra On-Line/£34.99/Amiga/Out Now

he first thing which strikes you about Space Quest IV is that it is BIG.

We're talking massive here – this is a game which spans a multitude
of worlds throughout space and even time itself.

The subcitio of this game is Regar Willow works in Coupling and its Regar Willow to the provision of the Coupling and the Regar Willow our hero from the previous three games to visit the future in Space Quest XII, and the past in Space Quest II, in the battle against his old enemy, Vohaul. The old stoat has sent his black android guards through time to destroy Wilco in all his previous incarnations. He might succeed, unless you can guide Reger through all the

hazards that the universe can throw at him. First he's abducted and sent through time by some mysterious helpers, next he's chased around a devastated future version of his home planet Xenon by the black guards.

of his home planet Xenon by the black guards. And finally he has to hop through time in a stolent time machine to find a way to escape Volaulu, and put the mockers on his galactic domination plans. Along the way, he has to dress up in women's clothes, dodge leaser blasts in a zero-6 environment, play a Ms Astro Chicken arcade machine and work for hours on end in the kitchen of a Monolith Burgers restaurant.



Cue Phil Snout... cue Ian Ross... cue Toby Finlay... cue three page Déjà Vu Special featuring four top games recently rereleased on new formats... okay lovies? Right, run the games and... action!



Phil: In this game, you (as Roger) visit a number of alien worlds, solve myriad different puzzles, travel to many different time zones and... oh yes, you die a lot

too. It's not an easy game, and saving as you go along isn't just a good idea, it may just save your sanity. The plot comes pre-thickend with in-jokes (like the bad lo-res graphics in the Space Quest I time zone) and puns run throughout. The jokes are added for fun, and none of the game or it's story are just on excuse for the stupid joke. The internal is gentle, unusual for an accuse for the stupid joke. The plant of the story are just to keep you always to gentle, unusual for an accuse for the stupid joke. The story of the story o

Although this is a very excellent game in itself, this conversion of it verges on the annoying. Sierra games are written on a single, generic system, which makes porting to different computers a breeze, and Sierra says proudly that each game is the same on every computer. Not so.

The PC version on a 286 VGA PC and Roland sound card is fast and ver enjoyable. The Amiga version is slow to the brink of criminal insanity – even the smallest area of graphics moves like its covered in golden syrup. Unless you're playing it on a really hot set-up, you're not really seeing this

game at its best on the Amiga, which is a real shame. The PC version was given a ZERO Hero, and rightly so. But this is no Hero. The gameplay is very, very good, and the game



itself very absorbing and addictive once you get into it. But the problem is

you may be put off at the start by the nigglingly tepid speed and grey, contrast-free graphics that you might want to kick it into touch before you start. If you do persevere, the inconsistent synchronisation of sound effects with

action could well dempen your enthusiasm. If you like adventure games a lot, buy this game and ignore the graphics for the first two areas of the game - you! llove it. If long and involved games leave you cold, or you're played PC versions of previous Sierra product, forget you even heard the name Wilco - you'll probably be disappointed.







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DÉJÀ VU



A short Play starring Davey, Amaya, Patrick and Duncan.

SCENE ONE: THE FOREST (Duncan is clutching the ZFRO teanot) Amaya: Hang When I left the office a second ago, there was no tree over there. And where did you get

those clothes, Patrick? I mean, what a fashion catastrophe! (The initial laughter dies down as they realise they've all acquired the dress sense of Arthur out of Eastenders.) Duncan: (Looking perplexed at the teapot.) Um, ah, I think, perhaps, this may have something to do with me...

All: What? Duncan: Erm... well. I was just going to make some tea, you see, when I noticed this blemish on the side of the kettle...



Yikes! What a vicious-looking cur. The welf looks a bit dangerous too.

Davey: That's the handle, you fool, ans Aha! So that's why I couldn't rub it off.

Patrick: That means we've got a magic teapot! Think of all the money we can make! Girlies will find me irresistible! I'll get free tickets to all the Cicero gigs... (Several savage and hungry-looking curs bring him down to earth.) All: Yikes!

SCENE TWO: THE TEMPLE

Davey: Phew! That was close! Fortunate that I was able to construct a makeshift Allegro and bring us here. (Enter two strange-looking blond people.) Strange People: All Allegros are makeshift. We are your brothers. Welcome to our temple

Amaya: (Narrowly ducking an arrowshaped thing.) What the hell was that? Strange People: That was the cursor, controlled by The Rodent Who Is All. He



Allegro, Windscreen View: Davey pulls up in an underground car park. is everywhere, yet nowhere. We thought you'd have worked it out by now. You are in the enigmatic and mystical world of life and of death, of tragedy and of triumph of Yin and of Yang

Patrick: You're full of crap. Do you Davey: (Whispering to Amaya.) I think he's telling us we've been plunged into a role-playing game, with a mouse-driven

system similar to Dungeon Master and the like. Judging by the way that pointer's nipping about, it's a pretty damn good interface Strange People: The one you call

'Patrick' irritates us. Davey: (To the rest of the crew.) Quick!

What should we do? Duncan: We've got the teapot. We

could make them some Horlicks. (Disgusted, the Strange People obliterate the ZERO team on the spot.) Crap Message Box At Bottom Of Screen: Your entire party has died Would you like to play again?



ost control seized up onc wice during fights – not am What else can I say? It's s ssily as good as Dungeon s aybe even bette

GRAPHICS 90 ADDICTIVENESS 93







US Gold/£40.99/Out Now Ion: Castles gives you the



opportunity to march into a attempt to subjugate the locals by erecting a

whopping great stone structure in their back yard. You can then lord it over the peasants from the lofty heights of its walls and turrets.

If things go wrong, however, you can find yourself with rebellious peasants. no funds with which to pay armies and stabbing you in the back.

Managing your resources is the order of the day. First, choose the basic design for your castle, its location, and whether you want round or square turrets, thick or thin walls, a most etc. Then start building with a blend of stonemasons

carpenters, diggers, double-glazing and jaccuzzi fitters and such like. The more employ.





their jobs defend vour creation

the faster

Doen Door



from the likes of ogres and Welshmen archers can be deployed along the walls and infantrymen recruited. Sounds fun? It is, Sounds simple? It's not. All these men require payment, and this is more or less the crux of the game. Tax the neasants to pay for your extravagances, anything from being generous to tyrannical. Finding the correct balance is very challenging, but there can be no denying that it's most eniovable.

As well as all these decisions, every so often you'll get a close-up of yourself (a noble, kingly-looking chap) and a messenger will appear. The nature of his message will require a further decision. For example: "Do you require pine lemon or elderberry fragrance salts for

your jacuzzi?" Your decision could well determine the course of history. The graphics are excellent, with tiny,

cute men scuttling around carrying out your bidding. The only real drawback with the game is that it lacks that certain

misquotes this very magazine, saving: Sim City and Railroad Tycoon." They should've added: "But it's not as good as any of them."



MIGHT AND MAGI

Electronic Arts/£29.99/ Ian: When David



reviewed the PC vers of Might And Magic 3 in received a score of 89, eon Master and Eye Of The Ider (from which this game ously draws its inspiration). So I eagerly ripped open the box and prepared myself for a treat.



Unfortunately, I had to ink discs, copying files o y the game. (You need at assle, try actually playing se game. With its disk sw ng and disk accessing, th ne is mega frustrat

If it wasn't for this, the go ould be a surefire winner. Als ntical to the PC version a ally and sonically, it also same user interface and s

Fountain Head. Going out, beating up a few orcs and then returning to rest is the best way to progress u your party of six builds up strengt



ong-term interest is provided not ly by the RPG elements, but also the achievement of awards for tasks and services which are not essarily vital to completing the

ne, but can prove useful in terms old, magic items and such like. A great game (almost) ruined by the hardware requirements and

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- viewpoint.
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Peter Duncan, eh? What a plonker. Still, he's got highly appropriate initials when it comes to writing an idiot's guide to PD software (and he's an idiot, which doubles his potential). Toby Finlay doesn't know anything about PD, and has never presented Blue Peter, but Peter Duncan wasn't in the office at the time.



Waah! it's a skateboardina Simpsons der

PD Yes. Public Domain. (Ahem.) This, of course, is industry where the punters, er... show each other pictures of their

homes and gardens. (No it isn't. Ed.) Oh. Well, in that case, I certainly don't know. so I suppose we'll have to try this Peter Duncan geezer... Peter's Phone: Ring, ring, rin... click!

ZERO: You don't sound like Peter Peter: That's because I'm John - John Lesliel ZERO: (Whispering to each other.)

Peter Ave

Duncan to us, matey.

Peter: Och, hello? Yes? Anyone there?

ZERO: Are you the bloke off Blue Peter?

Yikes! It's the lanky Scottish bast! Shall we ask him about PD anyway? John: I heard that, But if ye really want tae know, I'll tell ye. Public Domain is a service which enables computer users tae access different types of software for very little money via 'libraries' of disks. What's more, although the author maintains the copyright, ye can copy the disks all ye like and give yer copies tae everyone! Most things these days are grossly overpriced, and PD often provides a cheaper version of various utilities, plus some quite decent games

and demos to boot! ZERO: Any more sordid info on Caron

John's Phone: Click! ZERO: Bahl



According to the Oxford Reference Dictionary, 'public' can mean 'of, concerning, or for the use of the people as a whole'. It strangely starts to make sense, doesn't it?

Domail Domain (de mein/n.) of course, refers to an area under one rule, a realm; an estate or lands under one control; a sphere of control or influence. (From the French ward Demesse, meosing in not sure really, 'cosi it nor it in my Collins Robert French/English Dictionary).

DP

It's rather weird really – the French don't call it PD, of course, they call it DP. Domaine Publique, after the english term Public Domain, strangely It's a funny old monde, isn't it?

POINTLESS DEMOS

really. Not useless as in 'unbelievably crap, flush down the toilet immediately' (eg John Leslie), but as in 'not being of great use' (eg. er... John Leslie). Mind you, just because things have a terminally low use-o-factor doesn't mean they're not worth a look. This is especially true when it comes to demos, possibly the most enticing area 'Demos' is obviously a pretty general

term. It covers animations, slideshows, music and also crowds of people campaigning in the street. (Ignore that last one, it was a 'joke'. Ed.) Unfortunately, the quality varies

enormously. At one end of the spectrum you've got Eric Schwartz with his rather skill Anti-Lemmings animation or Tobias Richter's Star Trek, and at the other you've got a scrolling starfield with nothing but a load of self-indulgent messages (which are normally in

PANDEMONIOUS DICTION

ou may have noticed the use of the word 'shareware' a couple of times in this feature. We were therefore gaing to explain the difference between this and PD, but if downed on us that none of us actually knew what the difference was. So who better to explain than Jeff 'Rairy' Minter'

ZERO: Oh wonderfully hairy one, we beg you – tell us something about

are and PD

Jeff: Well, like, with a PD library, the only fee you pay is to the library – there's like no money to the author. But in the shareware market, you pay the guy himself... but it's not obligatory or anything. If you like it, you pay,

the gay himself. Let it it not obligatory or caything. If you like it you pay, and if you don't, well. then you, like, a. don't, you forth, well. I then you like, a. don't, you like it you pay and you like it you pay and you like it y

your game. ZERO: How are your sheep? Jeff: Fine, thanks. Never been better. ZERO: Right. Bye.

Norwegian or something). Most of the programmers showing off their polygon routines. It might be clever, but it's extremely boring. On the plus side, it's often possible to pick up sneak previews of games that have been leaked from software houses. We've got a Kick Off 3 demo here, but its authenticity is questionable

Slideshows are like animations erm... except there isn't any animation. (Clot. Ed.) Instead, you're presented with a series of pictures - these days they're normally digitised to make up for the lack of 'action' - which keep going over and over until you get bored and turn the computer off. Slideshows have become the most popular medium for

pornographic demos, since any dirty old nit can scan Penthouse and use a program like Moviesetter to create a niece Music

disks are often the least visually captivating they consist

from which you simply select a tune. But then again, they don't really need to look

good. However, the really smart ones have an animation of some description in the background, or even one moving in time to the beat

PLAYING DEFENDER

yourself recently: "Blimey, what I wouldn't give for a selection of old arcade titles in my own home, costing as little as possible"? (None at all actually. Disagreeable Reader, J Oh. Well anyway PD libraries normally carry a large stock of games - mostly clones of classics like Defender, Pacman and Space Invaders. but quite often some neat original ones ton. A particularly good one which we received was Dragon Cave from Slave PD. It uses graphics ripped straight out of Dungeon Master to create what is, in effect, a glorified version of Pengo, but it all looks very nice.

If you remember Dunc's interview with Jeff Minter, you'll recall that Mr Minter is quite a fan of the PD/shareware

XXXX 00000010 UY

Revenge of the mutant Ilama-camel things. Craxy, man.

Weird animated springy peg -



POSSIBLE

PD 'libraries', it struck us that you might be a bit confused, so here
we'll outline ten differences between Mer
PD) Library and South Woodford (book)

- Merton PD library doesn't stock any books.
 South Woodford library doesn't stock any
- 3. South Woodford library is in South Woodford.
- . Merton PD library isn't.
- Merton PD is run by a Mr T Huq. South Woodford library isn't. (Not that I
- know of anyway.)
 7. Merton PD library has rather a lot of smart
 St stuff.
 8. Erm... South Woodford library isn't called Merton
- PD library. 10. (Let's call it a day, shall we? Ed.)

ZERO 61

ctor

feature PD FILE



sharewere zombie from hell.

PRESUMPTUOUS DIRECTORY

'presumptuous' bit come in? Well, we're rything else and want to sw where to get some hot PD ss, which is a sort of titles, which is a sort of presumption. And you should be able to work out the relevance of the word 'directory' for yourself (thicky). By the way, these are all ST/Amiga firms, 'cos we weren't sont ANY PC staff at all. But before we begin, we'd just like to thank everyone who did send us stuff. We love you all. No, really, we do... (Get an with it. &C.)

GAMES DOMAIN PD 22 Broadwater Cresent, Stevenage, Herts. SG2 8EQ. (Amigo.)

SEVENTEEN BIT SOFTWARE PO Box 97, Wakefield WF1 1XX, Phone (0924) 366982. (Amiga.)

QUALITY PD 1 Ryelands Place, Kilgetty, Dyfed, Wales SA68 OUX. (ST.)

RIVERDENE PDL 30A School Road, Tilehurst, Reading, Berks RG3 SAN. Phone (0734) 452416. Fax (0734) 452416. (5T.)

RTON PD 10 Grasmere Avenue, London SW19 3DX. (ST.)

PD SOFT 1 Bryant Avenue, Southend Sea, Essex SS1 2YD. Phone (0702) 466933.

SLAVE PD 4A Luffman Road, Lee, Lond SE12 95X. Phone (081) 851



A gung-he PD game teaches the big boys a thing or two about Oppo Wolf-style shoot 'em ups.

scene, so it's no surprise to learn that he has a few titles of his own to offer. Revenge Of The Mutant Camels is one which springs to mind, featuring a camel and a goat fighting their way through a landscape that looks as though it was designed by either a genius or a lunatic. You have to play it to appreciate it, but it really is quite hatstand.

But everything has a bad side. Television has Jeremy Beadle, the computer games industry has the Codemasters, Europe has Belgium and PD has an educational scene. (Sound of several thousand readers quickly flinging the page.) Then again, I suppose it's quite useful if you live in the Shetlands or somewhere else where there are no schools (just joshing), It can also be a gift if you want doshing up from mum and dad. Just tell the folks that you're going to buy Barney Goes Fishing and then order a copy of Death Machine Gun Nanalm Slaughter and go down the pub. Hmmm... let's start

again... Educational software - it's quite excellent, actually.

There's always a whingeing gitbag somewhere who'll complain about the possibility of viruses. The chance of being infected from a PD disk is miniscule - most libraries check their some unscrupulous bast has written a program with the intention of laying a virus on you are you likely to catch one. However, if you've already inherited a virus from somewhere, the finest killers are invariably available from a PD library, Zero Virus III being perhaps the best. Similarly, as the Blue Peter buffoon mentioned earlier, you can get almost any other utility you should want, from text conversion programs to databases and simple DTP applications

How much you actually pay for any dieke is obviously dependant on that particular library, but generally speaking the rate seems

to be about a quid per disk (but if it contains something exceptionally amazing then it might be as much as three pounds) In short, PD very useful things indeed than pudding dishes. That is, unless you want to make a sponge pudding, of course.



animated Kick Off 3

Whyyyy ayyyo, Geordie, it looks a bit like a bit of a Kick Off 3 sneak demo to me, man. Waddya reckon?





URE OF THE TEMPTRESS PRINT!

- AN EXCLUSIVE VIRGIN GAMES MA1 BLACK FLYING JACKETI
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- TEN VIRGIN T-SHIRTS!

irgin's Lure Of The Temptress is a bit of a corker, as you'll find out by turning to page 38 and reading the full review. In case you've spilt paint on page 38, here's a plot summary. It's all about a wicked Temptress who gains control of a town using her scrummy charms and a gang of not-so scrummy aggressive minders. brave the guiles of the Temptress as she uses every ounce of her not break his will. What a jammy swine eh? The game runs as an interactive, mouse-driven adventure and features a terribly clever new system called Virtual Theatre. Basically, this means that the

action mimics an Andrew Lloyd-Webber musical and the Temptress bears an uncanny resmblance to Sarah Brightman. (It doesn't mean that at all. Go and read the review again, dopey, Ed.)

FAB PRIZES

There are plenty of top prizes to 'lure' you into entering this compo! Some rather corking Virgin goodies and an exclusive limited edition framed print signed by Dermot Power, the famous 2000AD artist more normally associated with the likes of Judge Dredd.

WHAT TO DO

It's easy-peezy - just dial the number listed below, wait for the tone and then answer the questions below. If, for example, you think choice a) is the correct answer for question 1, then say: "1 A", and so on, Next, you'll be prompted to state your name address and computer format and then, and only then mind, you can hang up.

King Edward VIII was enticed away from the British throne by a femme fatale, not born of royal blood, What was her name? a) Bella Embura. b) Mrs Simpson c) Bart Simpson

Julius Coesar was entranced by Cleopatra, Queen of Egypt. What was supposed to have first attracted him to her? a) Pig pheremones.

b) Her ability to belch the Roman national author

c) Her use of dairy products when bathing.

King Herod was so under Salome's thumb that when she demanded a certain gift, he couldn't say no. What was the gift? a) His last Role b) The head of John the Baptist on a

plate

c) Edd the Duck's head on a squeer.

What was Marilyn Monroe supposed to have worn in hed? a) A thick wincyette nightie which came down to her ankles b) A dab of Channel No 5. c) A dab of Preparation H.

CALL (0898) 299

This month, our shady software consultant has taken on an extra pair of hands, "Yes, I've had some 'elp from me nephew, young Nicko Bloggs. He's not playin' hooky or nothing - he's doing a bit of a work placement down at me new premises on Oxford Street. He's a smart lad we put his name down at birth for the best borstal in the country. It's really naid off - we're never short of a car stereo nowadays. Over to you then, Nicky-boy, and for Gawd's sake take ver

Nicko: Uh-oh! Poor old grandad's been kidnapped by an randad's been as as to use the old boy's as the world as me to get out the heavy artillery, put



at you'll be grateful nd at this price you'd be very silly

OVERALL SCORE

Empire/ST, Amiga & PC/£25.99 notice first is Anco's all-time great, Nicko: Well, here's a compilation

right out of the Bloggo Book Of Good Value! Three classics and one average game - all for under 30 sovs. All the games won awards, so this certainly is a great buy if you've somehow missed out on any of them first time round. The game that you'll

bloomin' hands out of your pockets.

> Kick Off 2. Although it's been knocking around for a couple of years now, the brilliant playability shines through, and in my opinion it's still head and shoulders over most of the newer sports sims available. Once you've mastered the

tricky control method, you'll be dribbling the ball around the park like John Barnes, All the aspects of the real game are there: corners, penalties, substitutions and my own

personal favourite injuries. After all that running ground play ing football, you'll want something a bit more relaxing, so the next game to load up has to be Populous. A bit too much thinking is involved in this game for my liking, but the idea of playing God is pretty appealing. Even though the superior Populous 2 is now available, on this compilation it's a welcome break from the arcade action featured in the other games. The next game is another brain-

tester. It's the great puzzler Pipemania, which involves laying down piping to prevent the everflowing "Flooz" from leaking out. It's surprisingly fast-paced for a puzzle game, and should suit everyone from puzzle buffs to arcade freaks.

Finaliy there's Space Ace, a brilliant-looking, cartoon-style 'interactive movie'. Unfortunately it's more fun to sit back and watch the rolling demo than play the game, as all that's involved is simply moving the joystick at



Action 16/ST & PC/£7.99



Bloggo: I detected a definite 'computery' theme running through this game. You manoeuvre this little Pacman head-thing around a scrolling circuit board area, nibbling at

the electronic components and collecting these 'Infotrons' things. Now don't ask me why you're doin' all this, but I'm sure it all has a sound basis in information technology.

Anyway, trouble is, if you undermine these spherical 'Zonk' things, they'll either fall down on your 'ead and squish you outright or else they'll block off some other part of the play area. So you'll have to dust off those puzzlesolving skills. There's also a couple of nasties to avoid: scissors which wander around, viciously snipping at stuff, and innocent-looking disks which are, in fact, sneaky old bombs. I know what you're thinking: "Sounds like that Boulderdash to me". Well, you'd be right. But that's no bad thing, and with 111 tortuous levels it's certainly got Big Bloggo Value.

OVERALL SCORE



specific points of the game. You learn how to progress through trial and error, and as a result the game can be very frustrating to play. However, it really does have to be seen to be believed, and in this compilation format you can't really complain - especially seeing as the original version cost £45! It might have won an award for graphics, but it wins the wooden spoon for ogmeplay.

When you put all the games together at an affordable price, this is a worthwhile purchase. If you've had your computer for a while, the chances are that you'll already have at least one of these games, but for newer owners it really is essential.

OVERALL SCORE 02

RAINBOW ISLANDS



we for ultimate difficulty.

The graphics on this are groat - they're colourful, meaty and grapous. But what ready smacks you in the face about it is the sheer opposition, You relimb bable (Bub, or morphs Bob) jumps cround like threated and the sheet of the sheet on the sheet of the sheet o

OVERALL SCORE 95

ADVANCED DESTROYER

Action 16/ST, Amiga & PC/£9.99



of a jolly jack tar, y'know - a salty old sea dog. I'm never 'appier than when I'm out on the ocean waves. (What about last summer on the ferry? Nicko.) Git out of it, ver little toerag - you've had your bit. Granted, I did have a dicky tummy last time I was at sea, but that was darn to a bad pint, awright?

Anyways, this ADS made me feel quite at home. It puts you in charge of a WWII Royal Navy Destroyer, tooled-up with four gun turrets and eight torpedo tubes. You get maps of the Channel, the Med and the North Sea, and you're provided

with loads of navigational gadgetry. There's no shortage of enemy to sort out - the Germans show up in

cargo ships, warships, subs. pedallos and dive bombers, Solid 3D graphics feature highly, as do maps, charts and status screens. So anchors away! Set a course for your nearest software trader! Ha, ha. (Do what, Grandad? Nicko.)



GOOD T



1. The word 'Wednesday' is derived from the name of the chief god of the Norse legends. His name was... A. Wednes B. Odin c. Wayne

2. What aift did the gods bestow

upon Pandora? Was it... A. A matching socks and hankle set?

B. A strange svengali-like power over C. A box containing all the evils of the

world? 3. Which famous mythical figure

ravished young maidens while in the form of a bull? A. Ermintrude from Magic Roundabout.

R. Oliver Reed C. Zeus

4. How did Perseus defeat the Medura? Did be A. Cut off her head while protected by

B. Give her a shampoo and set? C. Hide a mongoose in her hat?

DON'T FORGET...

* Always get the billpayer's permission

before you phone. Calls to the compo line cost 34p cheap rate and 45p at all other times * Make sure you dial the right number. If you get through to Venus' 24hr Telephone Love-In, make sure you hang up before the bit about the fawns.

* Please state your name, address and computer format when you phone in, otherwise we won't know who you are or where to send your prize (dopey).

* Any employees of Dennis Publishing or System 3 caught entering this competition will be chained to a cliff and visited daily by an eagle who will feed on their liver, Yeuch! * Entries phoned through after the

30th day of June will spend eternity in telecommunications limbo. * The Ed's got a hammer bigger than Thor's, so what he says goes.

ystem 3 is about to unveil the long-awaited 16-bit version of its legendary arcade adventure, Myth. The game is a pot pourri of Greek, Norse (and duff up) all your favourite characters

and Egyptian mythologies. You meet from those early soap operas - the Hydra, the Chimera. Thor and Anubis (a sunernatural Foyntian mutt). The game takes the form of a rollicking good platform beat 'em up, and sports mind-bending graphics and sound. In fact, System 3 is so chuffed with its new product that it's come over all warm and gooey inside it's offering you the chance to snap up a stonking great prezzie. The prizes on offer in ancient Greece

were always stuff like a Golden Fleece or a night out with Aphrodite, but System 3's prize is going to knock all that into a cocked Viking helmet. It's actually offering a Commodore CDTV and a Trebor Fruit Salad, together worth £500!! Yes, you could win Commodore's stateof-the-art baby and a Trebor state-of-theart chew, or else you could be one of 20

runners-up who will get their grubby mitts on a copy of Myth. All you have to do to win this miracle of laser

technology is take a look at the questions on the right and decide on your answers. Then ring up our compo hotline and recite the number of each question, followed by the letter that you think corresponds to the correct answer.



WHAT A PILE OF OLD JOBS!



So... get ready for the brand spanking new, smarter than ever before ZERO!

- It's only £1.50!
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OF THIS VE ARE NEWER HEAVILY PLEASE

CRYSTAL

This month, the plan was to print a complete guide to n's ace Harlequin, but due to a blatant postal coc up on Rich Pelley part, we've ended

with a 'thank yo letter to his Aunt Vera instead. As we've got nothing lse to print, it looks like we'll have to use that instead.

ear Auntie Verg.

Thank you very much for the hand-knitted lime green cardigan you sent me for Christmas. It was a great surprise - especially as Christmas is in fact, in December (the 25th, I helieve) and not in April as you seem to think, you senile old bat. Anyway, it was just what I've always wanted, and I've worn it ever since. Actually, that was a bit of a lie. I've sold it and spent the money on drink instead. Anyway, hope you and Uncle Ivor are well,

Love from your nephew. Richard XX

PS Just in case you were wondering. here's how to complete Gremlin's ace new game, Harlequin.

THE CLOCK TOWER

Ascend platforms to reach first level of tower, kill alarm clocks and hit switch. Back right, onto platform, collect umbrella, flick switch. move with platform, jump onto left platform, collect heart, up to level two, see to alarm clocks and up left to level three. Bye bye alarm clocks, along, up, ignore level four and leap out to platforms from left side of tower. Flick switch, float back to ground level and enter tower.

halfway down slope, jump onto other slope, up cogwheels, along threads, switch switch below end platform. Jump left, collect rocket, jump left, collect second rocket, back onto coawheels, down slopes and through exit.

THE DREAM MILE

Leap left out of pyramid stage left, slide down and climb left pyramid. Onto and along left platforms (accounting for wind), shift switch, right, along middle level of pyramid until you reach the Lost Temple of Hur-Ho-Hi (!) Down and enter. Trampoline your way up, pull switch to initiate TV Wonderland, exit, head left past hourglasses up and through door (using aerial runway for goodies).





THE CLOCK WORKS

Pull switch, left, fall right, down all the slopes, flick switch, onto platform, up, down slope, pocket space hopper, trampoline onto platform, right onto screw threads and up. Catch pendulum and Tarzan your way onto left platform. Slide

THE CLOCKWORKS AGAIN

Crawl left along tunnel, rearrange switch, continue left, use trampolines and pendulums to reach previously flicked switch at top of level. Jump right through where there was previously a wall and back out to The Clock Tower.

QUIN COMPLETE SOLUTION

THE CLOCK TOWER AGAIN Up to level five, (simple, eh?), swing

onto clock hand and grab kite.

A FLIGHT OF FANCY Shoot everything which isn't a bonus, and collect everything which won't kill

you if you collide with it. Autofire on the old joystick can come in handy here.

THE JIGSAW PUZZLE

Fall, use switch, cascade further downwards, brufle right onto jigsaw pieces, along turnet, right until reach wall, jurnip and his switch, left and down, wall, jurnip and his switch, left and down for rocket collecting purposes. Up, left, and down for switch-hitting purposes, up, right, up, left, fall down, performed to consider the purposes, up, right, up, left, fall down, performed to consider the purpose of the property of the performed to consider up newly-appeared passage onto Jig-TV. and the performance of the perf

THE ROOFTOPS

Right to reach sparking wires, up and left along horizontal wire, jobby switch, back down, through wire, left, down roof, and next roof, and next roof, wait for platform, down noto roof below, left, down roofs, left, wait for platforms, up onto roof, onto platforms above assellite dish, up on compart of the platform above assellite dish, up on switch plobby, back right to wires, which was not seen to be supported to the platform above the platform above the sale wires. In the platform above the platform above the sale wires with the platform and the platform an



switch, back down, crawl through tunnel, collect a piece of the heart (hurrah) and flick switch. Up shaft, return along wires to get to rooftop, far right through wires, down as far as possible and through window.

TVEE WONDERLAND

Right, down, past electric generator, down TV aerial and use switch. Back up serial, catch flying platform, over ortor serial, catch flying platform, over the switching platform, over the switching platform, better the to second one, down to ground level, to second one, down to ground level, along tunnel, his worth, back to flying platform, back to middle one, back along subject to the switch back to flying platform, back to middle one, back along control. Up to switch and the switch back through second remote control and follow arross to the Virtual in switch, back through second remote control and follow arross to the Virtual remote control, bed of the area, even remote control, but of the area, even remote control.



THE LEARNING CURVE

Up onto moving platform, left onto large clown, shoot withs, trampoline up to next row of platforms, right, onto clown head on Up. Right, right again, up, say helio and up. Right again, up, say helio and up. Right again, up, shoot another witch, down another slope and trampoline across some more and trampoline across some more and trampoline across some more some transport of the state of the say of



THE BOMB RUN

Perambulate onto the right platform, up and right in order to flick the Fixing Clock switch, avoiding the falling bombs and their explosions. It's probably best to take things slowly, so you can see where the bombs are going to land—athough if you are still in possession of the space hopper (which you should be) you can bounce around, immune to the bombs and the water below. Continue right and fall through the bottom arrow right and fall through the bottom arrow right and fall through the bottom arrow.

THE CLOCKWORKS AGAIN

(AGAIN)

Down, down, down and generally down until you reach the base of the level near to the previously used exit to the Dream Mile, this time entering the newlyformed statue slightly to the right.

THE THROAT OF THE MACHINE

Down onto big platform, down and along platforms immediately below, onto moving platform, retracing steps of necessary, in order to kill the bubbled necessary, in order to kill the bubbled file when the platform in the platform of the pla

SEWERCIDE

Zip right along the drain pipes, avoiding the drips, down, collect fish and fish-up. Take right at junction, flick switch, back left to junction, up and surface to the left. Out of water, zig-zag up and down to the left, shooting the taps for much-needed bonuses. Down into water, slong surface, down, take left junction, flick switch and back to surface from whence you came. Lesve the water, only to enter





the water above and swim along, flicking the switch at the end, only to re-enter the water below. Along, down, take right junction, follow route around and surface, the platform, along into water. Down right side of draining, along into water. Down right side of draining, along into water, bown, and the side of the water of the

FATHOM THIS OUT!

Right, shoot beach ball, get fish, fish-up with for and shoot swimming old gramy, down left hand side and utilize switch. Be-surface to catch your breath, swim mind the surface to catch your breath, swim number two. Re surface to the left-hand side and hurly vouself ornot be right platform using the bouy. Assassinate that deady Matry boths, up and along plating the lower spring—both sides of the plating the lower spring—both sides of the plating the lower to the plating the lower to the plating as you go, in order to land

sign, Collect the bonuses from the water either side, return to diving boards and spring fully right from top board onto supported platform, shooting once again as you go, Fall to limes, shooting once again as you go, Fall to limes, shooting once again as you go, Fall to limes, shooting once again as you go, Fall to limes, shooting the shooting of the shooting of

SEWERCIDE AGAIN

Ensure switch is on, get fish, down into water and fish-up. Down the right hand side of drain pipes and follow the route reasonably quickly (or you'll run out of oxygen) to the overflow and enter.

WHAT A FALL

A nasty level this, which isn't really much necessary, shoot baddies and free-fall slightly to the left, then to the right to hopefully land on a spoon. Flick switch and bounce onto platform, then onto honey. Float to your immediate right onto cup cake. Jump right from platform, pulling right to hit a barrier and fall safely onto a heroic cup cake. Flick switch, fall left and down for bonuses and up via pepper onto spoon, onto spoon, onto platform, shooting bird as you go. Shoot another bird and the thorn and hop left for some tucker. The next part is a little tricky, because below lie a number of strategically-placed poisoned drinks which result in instant death if you land in them. So save the game here, in case, heaven forbid, you bugger it up. Float right off the platform, pull left

Float right off the platform, pull left immediately to avoid first drink, then right to avoid second and right again to land on the platform underneath the

Gambier advert. Nimbly tip-toe right, that umbrells is yours, jump to flick switch and land back on platform. Jump fully right, up wis spoon, flick switch, left and float to end of land beneath Gambier sign, which is now showing on the Virtual TV. Walk off left of platform and float directly downwards, in between poison pots using bonuses as a guide, and down to ground level. Walk along the bonus-ridden floor in both directions and enter The Rootops.



THE ROOFTOPS AGAIN

This should be a good opportunity to build up your credits with a nice little bit of bonus collecting, so socut around a bit with TVEE Wonderland as your final destination (surely you know where that is by now?) A new chimney should have appeared here incidentally but, by Jove, don't go down it just yet.

TVEE WONDERLAND AGAIN

Getting to the TV shouldn't be any problem. So, er... get to the TV then.

THE HOUSE OF CARDS Jump right and grab smiley face.

imming left onto house of cards. Right, skilling and baddes and Aco of Spades, throw switch and collect hopper and return to the start of this level. Swing on smiley face, hurting onto right platform in space hopper mode in order to skill the middle of the platform and jump to the right slightly after the left-hand pendulum has come into view, in order to successfully grad the right pendulum. Swing not right platform, skilling Down for bonuses, then Down for bonuses, then hopper.

Left, kill baddie, up, right, kill King, left and flick switch. Along, down, through gap, down, flick switch, blast the juggler and grab the swings. Kill King before swinging onto platform, down, onto circus tent and along platforms for food before entering

through door.

THE WACKY JUGGLERS

This level is pretty selfexplanatory because all you have to do is to get from A (the beginning) to B (the end) of the



level, flicking a few switches as you go. The only things you may need to know are that you can stand on both the cannons and the juggler's balls to ascend upwards, and at one point you need to float from the top of a slope onto an otherwise unreachable platform. But apart from that, it's as easy as the proverbial job.

HEAVENS ABOVE

Right, across platforms apping small angels for bonuses, onto harp, up, flick switch, down right-hand side, along left, switch, down right-hand side, along left, bounce up in order to continue left for circle round, using platforms donton angels winger (at a ktey asy in France) float down assel bin as up ossible (at harp, and the side of th



down. Along, down, flick switch, get hopper and back again. Stand on moving platform and jump onto level below angel's wing. Along, flick switch, back down via platform and down straw into the strawherry milkshake.

SUCK IT AND SEE

Zoom around collecting as many bonuses as possible in the time limit. There should be two exits: one to Hell and one to Cutsey Land. Enter Cutsey Land, collect a piece of the heart, and exit back into Suck It And See. If the exit to Cutsey Island hasn't appeared, you'll have to enter it from the other direction. To do this, for now go to Hell and work through the



solution until you return to the Rooftops, from where you should enter The Draam Mile through the door in the middle of the level, switch the TV switch back on, return to TVEE Wonderland, enter the TV, work your way through Cutsey Land (flicking switches when necessary), back to the TV and return to The Rooftops. But as for now, Cutsey Land visited or not, go straight to Hell.

HELLZAPOPPIN'

Fully left, shooting white devil, and onto vertically moving platform. Jump as platform goes past fire jets (for fear of energy loss), flick switch, onto next platform, up, along, flick switch and back the way you came.

Up second opening from the left via seasoned platforms, lifet switch and down again. Miss out the next opening and go again, Miss out the next opening and go stay on moving platform until you've skilled the white devil. Up, along, hit switch and return to ground level again, which are detain to ground level again, right, crawf through small passage voy, jump gap, onto tossting fork. Zip zay your way to the top left of the level using the rising platforms whenever you group to the top left of the level using the rising platforms whenever you go you will not consider the level using the rising platforms whenever you in the level using the rising platform whenever you in the level using the rising platform whenever you in the level using the rising platform is whenever you in the level using the rising platform in which we have a supplied to the level using the rising platform in the level using the rising platform in the level of the level using the level of the level using the rising platform in the level of the level using the rising platform in the level of the level using the rising platform in the level using the level of the level using the level of the level using the rising platform in the level using the level of the level using the level of the level using the level

Flick the switch to initiate the musical note and get right back to the beginning of the

RIGHT THEN Right then, From

Helizapoppin', make your way back through Suck it And See, Heavens Above, The Wacky Jugglers, The House of Cards and TVEE Wonderland to eventually end up back at the Rooftops, Collect a piece of the heart via the previously illustrated method if necessary, then else enter that whopping great chimney located in the middle of the lovel.

A DARK AND GLOOMY PLACE

Traipse fully right, watch out for spikes, up, grab left arm, swing left, along and up. Mutilate Headless Harry, grab left arm, change to right arm in mid-air and swing right. Flick switch, grab hold of right arm and swing left. Left and enter Crypt 2. Follow route round in order to flick the three switches and grab the food and exit Down a platform, right and enter Crypt 1. Follow route around. flick switch, exit, back past Crypt 2 and zig-zag to top of level and along, Kill Headless Horace, onto moving platform, swop platforms and drop down left into organ

THE ORGAN CHAMBER

Wait for moving platform, up, jump right at top, up onto pipe and jump out left onto blue platform. Shoot speaker, up and fully along right on top of pipes and flick switch. Go directly down for lots of credits and food, and up, left through middle of pipes and enter the first door Right, bounce on first key to get to platform, up, along and flick switch. Left. up onto blue platform, shoot speaker. onto piano keys (they even play when you stand on them), right, up onto second keyboard. left and up onto third up and enter to get to the last level - A Little Sheet Muzak. You can also get to another level - The Beating Drum, by fully exploring the level, but as there isn't much point. I wouldn't be bothered to bother if I was you.

A LITTLE SHEET MUZAK

Up and right a bit for the final piece of the heart, then make your way to the top right via the music notes. Jump fully right from the last available bar, up the music notes, into the heart and...

THE END

Erm... well that's it, really. The end. Hu - to coin a phrase - rah!



This letter arrived this morning, forwar ed by a rather bewildered Auntie Vera

ear FRO

Please that enclosed a) some general tips for Harfrequin and b) your monthly installment of £250 protection money in used five pound notes, in agreement that you'll keep me safe from Amaya Basher Lopez. Bye, Rich XX

- Repeatedly shoot all question marks fo
- Presents: For the course of this solution, and presents you come across but ONLY or the course of this course of the course of the course of the course of the course of this solution, and the course of the course
 - ore than one of each special item.
- 3 Only activate the umbrella at the last minut before hitting the ground to save it.
- great height if the umbrella is not available
- The space hopper allows you to bounce on
- Explore around out of the solution to collect
- Use autofire when there are lots of baddi around, such as in The Bomb Run, being careful not to use the umbrella/space happer I



UTLESS GUL

Due to Rich Pelley's inability to address an envelope properly. we were a bit stuck for hints and cheats to print in Gutless Gully this month. His Auntie Vera didn't know what had happened to Rich's stuff, but, being a keen gamesplayer herself, she agreed to send in her own selection of tips. What a gall

AGONY

Actually, to interject a little extra excitement into this month's Gutless Gully, I thought, rather cunningly, we'd print the cheats in alphabetical order. Exciting. eh? And rather ingenious into the bargain, if you don't mind me saying

so. Right, to kick off, here's a cheat for Psygnosis' Agony - the name of the game classing as the alphabetical bit. of course, not the name of the software company. And the first letter of the cheat doesn't count either, just to keep any trainspotters at bay. Anyway, simply type FANTASY in-game to initiate keys E1 to E5 to select the weapons while Return zooms you on a level.



BIG RUN

R is for banana, baboon, bus and Billy (my pet rock). It's also for bottom, burp, burn and Boots The Chemist (somewhere you'll probably need to visit if you're unfortunate to have the 'big runs' after one too many curries). As for Big Run, the neat little drive 'em up from Storm, here's how to cheat. Pause the game, move the joystick left, right, down, up, up, left, down and right (centring the joystick each time). The screen will flicker and infinite credits will be yours.



ROBOCOD

Just in case you haven't worked them out for yourselves, read them in another magazine, or read them in another magazine and surreptitiously posted them the scrumptiously playable Robocod, jump onto the first roof and pocket the Cake, Hammer, Earth, Apple and Tap (in that order) for invincibility and dooropening purposes. Alternatively, type THE LITTLE MERMAID on the title screen and M, C, B, F, O, P, X, I and Return to get

next level, the car, the bath, the wings, the plane, to the respectively.

Alright?



ORK

Oh. 'O' for Psygnosis' Ork seems to be the next cheat, thanks to a severe lack of cheats for games beginning with C-N. In the in-

game computer, fire in all four corners of the screen. From then powards, press A for ammo, F for fuel, H for help, Return to take off or land when necessary, and maybe another key to replenish your energy (but maybe not). Unfortunately, no-one is quite sure, but try experimenting or something.

RUBICON

All that remains for me to say this month is: bye, don't forget to send me more tips, and before you go, here's a cheat for this rather Entertainment, Taking the above as done, pause the game, type THEREAPER select weapons and L to skip levels. I'll see you next month



ACTION REPLAY

urn and enjoy! Tha



TO CHANGE GAME POKE Alien Breed

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0 Ĭ

Stuck in Titus' cutesy, platform romp? Well, here's some indispensable level maps and codes to help find your foxy chick.











assignment to Marrakesh. (Bet you didn't realise that foxes were so well educated. ome foxes have a hard life and that's certainly true of French ones - our poor chum Titus' chick has magazine, Foxy was sent to the Sahara Desert to investigate that most rare of Ed.) As a reporter for Fox And Locks - our poor chum Titus' chick heen kidnapped on a journalistic

dark night she was kidnapped by a gang being held as a concubine in the harem of the knights of Shah Hassan. enough to miss the review last ish, suffice to say that Titus The Fox is a damn fine platformy romp which we awarded a species - the desert fox. However, one of loathesome bandits and she's now For those of you who were fool

ZERO Hero. You play Titus, the fox with a hidden bonuses and handy weapons. A big thank you also goes out to Nick maps of the first five levels, showing all Harwood of Chesham in Bucks for the following passwords and handy hint. heart, who has to go and rescue his cherished vixen. Here we've printed the nooks and crannies you can find

object, keep fire button held down.

To carry objects with you through tunnels, drop object at the mouth of the tunnel, pull down, press fire and when level with LEVEL SEVEN: 2237; LEVEL EIGHT: 5648. LEVEL THREE: 2974; LEVEL FOUR: 4916; LEVEL ONE: 2625; LEVEL TWO: 8425; LEVEL FIVE: 1933; LEVEL SIX: 0738;

ADVENTURES



Knock-knock.
Who's there?
Eamonn.
Eamonn who?
Eamonn with a beard and a
load of adventure mail!
(Trans: It's Mike Gerrard on
the adventure trail again.)



irk Waldeck gets ZERO sent all the way to him in Randfontein

in South Africa. "Weil, I took my time," he says, "but at last it's finished." What is he babbling on about "Afet three years of intense planting and adventuring. I want to the same and adventuring. We have a same and the same and the same and suggest that it and the same and suggest that if any readers missed out on it they should be definely and same and suggest that if any readers missed out on it they should be definely and same and suggest that if any readers missed out on it they should be definely and the same and suggest that if any readers missed out on it they should be definely and the same and suggest that if any readers missed out on it they should be definely and the same and the

give it another look."

Thank you kindly, Dirkly, and as that's not a game I can remember seeing a solution to, I think it's about time we printed one, so here goes...

COMLINK SOFTWARE

Comlink: 1.0

This is in your deck at the pawnshop. All you have to do is tell Shin that you don't have any money and he'll give it to you

for free. Comlink: 2.0

You have to edit your bill at Cheap Hotel, order caviare on room service, then edit your bill again. Pick up the room service, take it to Crazy Edo and he'll give you the software.

Comlink: 3.0 It's at Regular Fellows Software Library. Comlink: 4.0

At Eastern Seaboard Fission Authority.

Comlink: 5.0

At Software Enforcement Agency.

At Software Enforce
Comlink: 6.0
At Tozoku Imports.

MONEY

to do it here otherwise the Lawbots will arrest you. Enter the PAX terminal and read the message from Armitage. Then send a reply and you'll have an instant to non-credits in your bank balance.

Your second chance for money comes with Comlink 5.0 where you can put your name on Hosaka's employ listing and pick up another 10,000 each week! Then upload Comlink 6.0 at

veek! Then upload Currinin & o air. Hossa's in 7,500 credits. Novel gets tricky. You have to poil carry More s Barna II on the Software. In the second property was to be a second property be a resided and you can go from Ask to be a second property was to be a second property and the second property of the second property you their bank account number there fetter Bank Of Zurich and open an account yourself. Now enter Generisechaft and transverse a hetry

amount into your chip.

If you still need money, you can always – after you killed the Al there – enter the Gemeinschaft Bank database and read the last entry on the bulletin board for the codes to a bank account with a humungous 500,000 credits. Just transverse it to your account at the Bank

30,000 into your account. Enter the Bank

of Zurich again and download the

SKILL CHIPS

You don't need all the chips you can buy, so I've compiled a VISC (Very Important Skill Chip) list for you: Philosophy – Juilius Dean – 1000 – Al

Fighting.
Phenomenology – Juilius Dean – 1000 –
Al Fighting.
Evasion – Lupus – 2000 – Exiting from Al

Evasion – Lupus – 2000 – Exiting from A Battle. Psychoanalysis – Julius Dean – 1000 –

Psychoanalysis – Julius Dean – 1000 – Al Weakness. ICE Breaking – Finn – 1000 – Helps breal

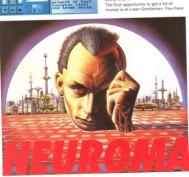
ICE in Cyberspace.
Debug – Finn – 1000 – Debugs broken
programs.
Logic – Emperor Norton – 1000 – Al

Fighting.
Sophistry – Nola – Exchange for joystick at Finn – Al Fighting.
Zen – Nola – With Sophistry – Restores Constitution.

UPGRADES Upgrade your skills at Matrix Restaurant.

*** ZERO ***
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SOLUTION

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DECKS

There are only two decks worth looking at – they're the Samurai Seven and the top-of-the-range Cyberspace VII. They can both be bought at Asano

Computing, and you'll be amazed at how the price shrinks when you tell him that Edo must be kicked in the head with a steel boot!

BODY PARTS

Don't even think about it! No selling bits of your anatomy – it decreases your constitution and makes you weaker in Cyberspace. You'll be a lot better off waiting a week for your pay cheque.

SOFTWARE

I'm not going to tell you what's good and what's bad, or you'll be reading this till the cows come home. (All ZERO readers keep cows, of course, It's smart.

- Mike.) But I do have a few general hints:

 Steer clear of Blammo Soft, as it destroys most other software.
- Slow slows down the database ICE
 Jammies stops ICE for a limited
- period.

 Armor All reduces hits already taken.

 Cyberspace lets you enter Cyberspace
- without paying a cent.

 Probe scans the database and gives you info on it.

 Most of the others are ICE breakers.

ROM CONSTRUCT

A very useful piece of hardware that tells you when you can't move any further because of Jack limit, and tells you when your constitution is low. Well worth it.

THE GAME ITSELF

(2) Get Skill Chips.

(3) Get upgrades.

(4) Get Comlink 6.0.

code 0467839 to get a ROM construct.

(6) Jack in at Cheap Hotel and enter
Panther Moderns' database at 224-112.

Get the softs.

(7) Enter Psychologist at 96-32 and kill the AI with skills, not software. Start with Philosophy and cycle through your

skills till he's dead.
(8) Enter World Chess and kill Al

starting with Logic.

(9) Jack in at Loser Gentlemen and

(9) Jack in at Loser Gentlemen and enter the Copenhagen U (320-32), Loser G (416-64), Tozoku (480-80), IRS (272-64) and East Sea (384-32) databases to get

better softs.

(10) Enter Citizens of the Free Matrix
(352-112) database and kill Al, starting

(352-112) database and kill AI, starting with Sophistry.

[11] Jack in at Hosaka and enter their

database (144-160) to get softs.

[12] Fly to Freeside and Jack in at Bank of Berne, enter the DARPO (336-240) and Screaming Fist (464-160) databases for

(13) Enter Turning (432-240) database for skill upgrades.

(14) Enter Free Sex Union (288-208) database and kill AI, starting with Phenomenology and then cycling

through.
(15) Enter Bank of Berne (336-160)
database and kill the Al with Philosophy

for starters.

(16) Use Easy Rider 1.0 so that it gives you the message STATUS = ON.

(17) Enter Gridpoint (4-160-320) database for softs. (18) Enter the Bell Europa (5-384-288),

INSA (5-448-320) and Nihilist (5-416-368) databases for softs.

(19) Run KGB 1.0 and you'll be in the

KGB database where you kill the Al with Logic.

(20) Enter Maas Biolabs (6.112,480)

database and kill the Al with
Phenomenology.

The Lenter the Tessier-Ashpool (7-384-

416) datebase and kill the Al-with Sophistry Enter the Phantom (7-320-464) database, use Psycho-analysis and kill

the Al with Logic.

Enter the Mosabori (2-208-208)

database and kill Al using Hemlock 1.0.

Enter the Allard Tech (7-432-464)

database and break the ICE. You'll see the Alkind he'll tell you he's been wain'n for you. Then you'll see yourself with somebody else on a tropical beach. He'll tell you a lot of stuff and then leave, and you'll see your constitution draining. Now use Psychoanalysis again

draining. Now use Psychoanalysis again and you'll be off the island facing Neuromancer (the Al) again. Use Kaung Eleven 1.0 and then kill him with Philosophy only, as the others have no effect.

(25) Enjoy the end.

GENERAL

When you enter a database, always go to skill and activate ICE breaking. Remember to cycle through your skills and softs in battle. And good luck!

LINKCODES AND PASSWORDS

LC = Link code.
PW = Password(s).
(SQ = Use Sequencer 1.0 before
you have to press Space bar or

ASANO COMPUTING LC: Asanocomp

PW: Vendors.

BANK OF ZURICH

LC: Bozobank.
PW: SQ.
CHEAP HOTEL

LC: Cheapo.
PW: Guest Cockroach.
CHIBA CITY TACTICAL POLICE

LC: Keisatsu.
PW: Supertac.
CITIZENS OF THE FREE MATRIX

LC: Freematrix. PW: CFM.



shop with a waxed wooden floor.

COPENHAGEN UNIVERSITY

LC: Brainstorm.
PW: Perilous

LC: Eastseabod.

FUJI ELECTRIC

PW: Romcards Uchikatsu. GEMEINSCHAFT BANK

LC: Bangemein.
PW: Verboten.

GENTLEMAN LOSER LC: Loser. PW: Loser.

HITACHI BIOTECH LC: Hitashibio.

PW: Biotech.
HOSAKA CORPORATION

LC: Hosakacorp.
PW: Fungeki.
JUSTICE DEPARTMENT

LC: Justice.
PW: SQ.
MUSABORI
LC: Musaborind

PW: Subaru.

PW: Apollo.

LC: Chaos. PW: Mainline. REGULAR FELLOWS

LC: Regfellow.
PW: Visitor.
SOFTWARE ENFORCEMENT AGENCY

LC: Soften.
PW: Permafrost.
TOZOKU IMPORTS

LC: Yakuza.
PW:Yak
WORLD CHESS CONFEDERATION

WORLD CHESS CONFEDERATION LC: Worldchess PW: Member.





ome readers just ask for trouble. Laura Bowden of Manchester and David Jones of Hadleigh in Essex are both cruisin' for a bruisin' on Cruise For A Corpse. They're both stuck, and they both say they realise that we printed a solution recently, but they missed it.

How can they get hold of it? Easy - all you have to do is lick your fingers and carefully turn over these tender pages till you come to the advert for back issues. Then you send for issue 26, 'cos that's the one it was in. And never, ever miss a copy of ZERO again, or Amaya will come round and smack your bottoms, the both of you.





SECOND-HAND

d of Shrewshury - no. not the Ed, just any old Ed – asks where he can get hold of second-hand adventures, as he reckons people must be happy to sell them, once they've solved them.

My advice is to buy one of the adventure fanzines, whose readers are adventure addicts and often advertise their old games for sale so they can rush out and buy some new ones. Or you can advertise in them yourself. Two good ones to try are Adventure Probe at 67 Lloyd Street, Llandudno, Gwynedd LL30 2YP or Red Herring, 504 Ben Jonson House, Barbican, London EC2Y 8DL.

Not content with asking me one question, the mysterious Mr Ed goes on to ask me two more. The blaggard! In Hollywood Hijinx - one of my personal Infocom favourites, by the way - Ed wants to know how to get some light into the bomb shelter, as the only way to get into the bomb shelter is to swim underwater, which extinguishes all sources of light. A conundrum, indeed, of just the type Infocom was renowned for in its heyday. What exactly is a heyday, by the way, and when is the next one due? Answers on the back of a tenner, to the usual address, please.

Anyway, back in Hollywood, if you light one of the wax statues with the smouldering fire, you can coat the red and green matches with wax, which protects them from the water when you swim through it.
Once in the shelter, remove the wax coating from one match and let there be light. You need to coat both matches, as you use the second one to light the cannon, but you have to go through the bomb shelter to get to it.

Ed's other question in this game is why are there five pegs or holes in the lift closet, when there are only four floors to go to? That will remain a dark secret, Ed, till the very end of the game.



READER CRAP COLUMI

w to stroduce a ew feature for Adventure sections Readers' CRAP mn, for readers are Craving his section will be voted to (hang on a p breath): all the ep bream): all me aders who write in d ask for help on

actually telling me was Floris where they're stuck, all these who don't include a stamped addressed envelope, all the readers who are stuck in obscure public domain games I've never even heard of, all the readers who are stuck in games I have heard of but can't help with, all the readers who simply want have the make counter with other readers. who are playing the same games as themselves, all the letters I haven't got room to fit in elsewher in the section and all those readers I me section and all those readers tho just want me to print their ame and address for some strang cason known only to themselves. o if you're hooked on any of the sillowing, you can contact your sillow freaks.

Knightmare is a nightmare for ark Dixon, 42 Sevenacres, ton Brimbles, Peterborough irton Brimbles, Peterborough E2 5XH and for Terry Farley, 73 ighland Road, Chelston, orquay, South Devon TQ2 6NS. Eye Of The Beholder is bothering

rrow, Middlesex HA1 2NZ, o wants to know how to open



the magic orbs that he's heard are the magic orbs that he's heard are in the game. And A Pugh of 23 Hool Bon y Maen, Pant, Morthyr Tydfil, Mid Glamorgan CF48 2DN wants to know how to get post the locked door to level three of the

sewers.

Kevan Winch only plays
adventures beginning with a 'D',
and is therefore stuck in Dungeon
Master, Deja-Vu and Dark Side.
D-liver him from evil, by contacting
him at 30 Hazel Road, Uplands,

him at 30 Hazel Road, Uplands, Swanses \$A2 QLX. Dominic K Straw not only has a brilliant name, but he's also been doing brilliantly in Monkey Island 2, and sent me some hints to prove it. be there'll be room for them aybe there'll be room for them ext month. But now he's stuck and eks help from fellow sufferers at Avion Drive, Northwood, iddlesex HA6 3JF. Mr DP Driver of 1 The Terrace, schester, Kent ME1 1XN has

mpleted Elvira I, but without ding the dragon's blood that the tion book says is needed to mak mon's brew. WHERE IS THE



DRAGON'S BLOOD? It certainly doesn't appear in my solution to the game, so if any reader has located

get in touch.

Finally, Andrew McLean of 48A
sycott Park, Draycott Towers,
ngapere 1025, thanks me for
Ip on Police Quest 2, which helped
n complete the game – and
abled him to go on and complete enabled him to go on and complete Police Quest 3 as well. Now that's what you call help! Andrew may be the first to complete the third in the Police Quest series, unless you know rent. Any other offers?







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THOUGHT FOR THE MONTH

Every month, one of our more religious readers reflects upon something vitally important that will change the way the rest of us feel about life. This month, Rabbi Peter Paton of the Stonehouse Synagogue in Lerkell tells us of his little brother's ubber egg.

*Recently, my young brother made a rubber egg by placing a hard boiled egg in vinegar for two weeks. We had great fun bouncing it off the walls and the ceiling for a couple of days, until our friend Mackie crushed it in his hand by mistake. Needless to say, we evacuated the synapogue immediately, that still not such a still not subsided. "

JOYSTICKS

here we ask you to send us a photograph of your joystick in an unusual place — whether it is being arrested by a copper, stuck up a mountain, riding on the crest of a tidal wave, in orbit around the moon or whatever. This month, however, we've only received one entry and it's incredibly useless. But as there's a story and a heart wrenching plea behind it, we're going to go ahead anyway. Who says Yikes is never as worthy as Blue Petry as Blue Petr





ust in case you can't work out what nobody could blame you), we'll leave it to Charlie Amey to explain: "After sending you my shots of a joystick in a rhino enclosure, I followed it up with a rather harmless little animal – a penguin. This wasn't exactly dangerous, so I decided to do something really mad - how does a joystick with a homicidal tiger sound? (Aha! So at's what it is. Ed.) Sadly. after getting the pictures back from the developers, I realised I was going to have to take some photographic lessons (mind you, the tiger did keep moving, so it wasn't completely my fault). Anyway, I'll get to the point, Now, while the photos are so crap that I don't expect a prize of any description, I was wondering if any of the ZERO staff or any of your readers would be interested in making an 'adoption' at London Zoo? It's in a really good cause. I've enclosed an adoption form."

And that's about all he says. So what

do you reckon? Yes, okay, so the whole zoo subject is an emotive one, and most people don't like the idea of animals being caged for any reason, whether essentially altruistic and conservationally-minded or not. But. when you get right down to it, London Zoo is running out of dosh at an alarming rate. "Then set the animals free." goes one argument. Fair enough, but it's not really on - take Charlie's tiger, for instance. Having been bred in captivity, it's lost most of its natural instincts, and if you were to set it free in the jungles of Asia, it'd probably end up getting killed and eaten by a wild turkey or something. Some Conservative politicians have the solution to this though, and here's how it goes: "In that case, kill all the animals this end and save time." So there we have the three basic schools of thought: set the animals free, kill the animals now, or, as Charlie is suggesting, adopt the animals.

THE ADOPTION SCHEME

London Zoo's idea is as follows: you send them some cash and tell them which animal you want to have a hand in saving, then they'll send you a signed certificate, a photograph of your adopted animal, a sticker, a badge, a

complimentary entrance ticket, and they'll also stick your name on a special plaque near the animal's enclosure.

If you want to adopt a particular animal, but feel it's a trifle too 'expensive', you can go in for the 'timeshare' option, where an animal is solit into units of £30. In this way, 66 individuals could adopt the £2,000 tiger on the previous page (he's called Martin by the way, so now you can feel really quilty -"Oh no, poor Martin" and so on)

Anyway, even if you're totally uninterested (you heartless hast), you might still be curious to know how much each of the animals is 'worth' - in cold cash. For this reason, we've reprinted a portion of the adoption form price list. (There wasn't room for the whole thing, you understand.)

WHAT £15 WILL BUY YOU

INSECTS: An ant, an assassin bug, a bee, a beetle, a cockroach, a cricket, a iellyfish (That's not an insect, surely? Ed.), a leech, a locust, a land crab (?), a millipede, a scorpion, a praying mantis, a spider, a wasp. BIRDS: An adavet, a barbet, a

budgerigar, an indigo bird, a stone curlew, a goosander, a grey-headed gull, an inca tern, a lapwing, a peafowl, a pigeon, a pintailed sandgrouse, a seedeater, a starling, a thrush, a turaco. (Who on earth would want to adopt a pigeon or a thrush? A Reader) REPTILES: A gecko, a lizard, a small snake, a shingleback, a taipan.

AMPHIBIANS: A newt, a salamander. MAMMALS: A vole, a mouse, a hamster, a jird (A whaaat? Ed.), a dormouse. FISH: There are over 2,000 different fish

WHAT £30 WILL BUY YOU REPTILES: An adder, a Richard's

anole (?), a chuckwalla, a northern copperhead, a gila monster, a rattlesnake, a skink. MAMMALS: A green acouchi, a seba's short-tailed bat, a rock cavy, a degu, a mara, a black rat, a cotton rat, a shrew.

WHAT £60 WILL BUY YOU REPTILES: A yellow anaconda, a branded

basilisk, a cobra, a rhinocerous iguana, a Hallowell's green, a mamba. MAMMALS: A brush-tailed bettong, a grey ground cuscus, a chinchilla, a fattailed dwarf lemur, a marmoset, a springhaas, a squirrel, a weasel, a mongoose, a dwarf mongoose.

WHAT £90 WILL BUY YOU

MAMMALS: An orange-rumped agouti, a goat, a brown lemur, a prairie marmot, a white-faced saki monkey, a sheep, a

grey short-tailed opossum, a snotted paca, a sugar glider.

WHAT £150 WILL BUY YOU MAMMALS: A blackbuck, a porcupine, a

WHAT £250 WILL BUY YOU REPTILES: An American alligator.

two-toed sloth.

WHAT £500 WILL BUY YOU MAMMALS: A greater kudu, a wolf.

WHAT £750 OR MORE WILL BUY YOU

A chimpanzee - £750. A gorilla - £1 000

A giraffe - £1,500 A lion or tiger - £2 000

A Californian sealion – £2,500. An elephant - £6,000.

And that's your lot (although it isn't really - as we said, that was only a mere portion). Anyway, if you do want to know more about the adoption scheme, drop a line to: Adopt An Animal, The Zoological Society Of London,

Regent's Park, London NW1 4RY, If you don't want to know more about the adontion scheme, then don't. As for the ZERO team, they're going to pool their resources - about two guid each - and adopt an ant. Tight or what? Still, the ant will be chuffed to bits

CLAIMS TO FAME

The section where we ask you to send us a picture of yourself standing stark naked next to Joanna Lumley (or whatever) has been a tad useless of late. But not this month. This month, we get three famous people: one 'we don't recognise him but apparently he's famous' person, and two 'they might be famous, but we're not putting any money on it' people. Read on...



Mark Duxbury of Blackburn followed our advice, and has taken to hanging around outside TV studios: "Dear ZERO, I met these three Coronation Street stars while I was hanging around outside Granada studios." There you have it - proof from the horses mouth. But who's the bloke in the light blue shirt behind Mark? Is he one of the extras from the Rover's Return? Or is he a Coronation Street 'new

? We haven't got a clue actually, but he certainly has that 'famous' look at him. (It's Kevin 'Straight As A Die' Webster, the Street's car mechanic. He



"Blimey, it's a picture of the real-life Count Dracula with three members of the undead," we thought when we opened this one, but apparently we were wrong Here's what the accompanying letter said: "Dear ZERO, here" a photo of me standing next to some famous people – I'm

p pointy stack. The priorie was taken just over two years ago when I was tend" contestant on a studio run-through when the Beeb was doing *Big* ak. They probably asked me to help out in the studio run-through because I Break. They probably asked me to help out in the studio run-through because I made such a part of myself when I appeared on 86.5 full flowse... but I'd rather not speak about that. Hope you like the photo of Bay Reardon etc."

Abouth 50 six 8ay Reardon the snooker player, and not the Count after all. But who's the geezer on the left? And who's the bird on the right? Oh, and send us some photos of you on Bob's Full House, or we won't send you your prize.

How to be

With Dave Excellent

f I wasn't so excellent, I couldn't have pulled it off. "Pulled what off?" new readers will be asking. Pulled off being unexcellent for the last two months - that's what. The challenge said: "You. Dave Excellent, must become unexcellent for two whole months," and unexcellent I was - excellently unexcellent. The thickest of the thick. But enough of that, because I'm bursting at the seams with rejuvenated brilliance and can't wait to get into my diamond-

studded postbag of excellent challenges. Aha! Here's a challenge from Simon Phillips of Greenfield in Bedfordshire: "Dear Dave, I bet you couldn't make me more excellent than yourself," Well. Simon, that was untimely of you, because you have been more excellent than me. You've been more excellent than me for the past two months, in fact, because I've been so busy being unexcellent. That was easy. Onto the

next challenge. "Dear Dave, how would you eat a whole cake in one go, without even opening your mouth?" asks Christopher Deville of Richmond in Surrey. Call that a problem? I'm so excellent I don't need to use my mouth

for eating anyway. I've got a special set of miniature teeth and jaws inside my nostrils - right at the back, near my sinus ducts. I was born that way. It's almost as if nature said to itself: "Hey this bloke's pretty excellent, how can we improve him?" and then came up with the dual feeding system - one for general use and one for use in emergencies. And the emergency has just happened. Cake through nose. The only problem arises in the form of having to eat it all in one go, but then we get down to lung control, which is excellent in my case, as you can imagine. I can hold my breath

for fifteen minutes without even feeling dizzy - I'm the best pearl diver in the world, but I won't go into that now. Let's just say that with a combination of nosefeeding and not breathing for about three minutes the cake in question is as

good as eaten. (And very tasty too.) Finally, here's a challenge from Fred Woods of Yeavil in Somerset: "Dear Dave, if no-one liked you and therefore did nothing you asked, how would you get out of a sealed steel drum, encased in concrete, and buried 500 feet below the Atlantic sea floor?" How, you ask? Simple - vibration. That's the answer to this one. High frequency vibration, which I can produce by drumming my fingers together with excellent speed they become nothing more than a blur. The concrete would crack and fall in chunks from the drum, the drum itself would buckle, tear open, and I'd be free. All I'd need to do then (while holding my breath for 25 minutes) would be to claw my way up to the sea bed and finally float to the surface of the Atlantic. A fatal dose of the bends wouldn't arise from my ascent (before you point it out), because my excellent white blood cells seek out and destroy nitrogen bubbles before they've even had a chance to form. I'm just so excellent - like you

DOG – DRIVING

IN ANOTHER

study

Hi chaps (and babes of course), it's me, Mad Dog and this month I'm here with an introduction to driving abroad



at 100 mph and saw this roadsign, what

A. Pull over to the side of the road B. Slow down to 50 mph just in case

you were being warned about a potentially hazardous situation ahead. C Floor the accelerator pedal and

The correct answer was 'C'. In Mad Dog's book, foreign roadsigns med exactly the same thing as roadsigns in this country: i.e. they mean absolutely nothing whatsoever - they simply mean exactly what you want them to mean, it depends entirely on

Here are some more foreign road















Go up on your two negraide wheels

Quick! Release



wouldn't believe.

undary lines Foreign car foreign cars "The left side is the right side, and the right side is the wrong

side" - that's When driving abroad extends not

just to the edges of your car, but also outside your car to a distance of three metres on all sides. Any traffic entering this space is subject to your by the police, explain that your car is within these territorial boundaries at GB sticker on the boot. Then they will

ZERO





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To: Silica Systems, ZERO-0692-80, 1-4 The Mews, Hatherley Rd, Sidoup, Kent, DA14 4D)

GIVE OR TAKE

elcome to my world. In case you've just bused in, this is the poge where you can odverture or just generally flount your worse from the privacy of your own home. So come on - show me what you can develow the whole of the property of your own home, and come on - show me what you have been some on the property of the p

HADDWADE

- Amiga, upgrade, second disk drive, mouse, jaystick, loads of games, utils, demos etc, manuals, mags, cover disks. Only £400. Also CD player for sole. Phone Andy on [081] 659 2913 after 6.30 pm.
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- Amiga Soundblaster stereo amplifier with 50 wort speckers and headphones, nine months old. Cost 855, accept 830. Write to Ann Castelow, 27 Costain Grove, Costalow, 27 Costain Grove,

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- Gameboy for sale, includes eight games, such as Casilevania, Super Mario Warld, Double Dragan etc. Bargain at £125. Boxed and twoplayer lead. Contact Charles on weekenit at 1072051 \$85.521.
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- Gameboy for sole. Tetris, Tennis, Football, Revenge Of The Gator, twoplayer lead and headphones. All in original baxes. £90 ono. Contact James after ópm on [0256] 465242. Philips 14" CM8833 MkII monitor

SOFTWARE Days Of Thunder, Kid Glaves

- Shufflepuck Cole, RVF Handa, Grand Monster Slain For any King's Claust. Phone Maric on (0.40/24) 46260. *Vol Who han Their Finest Hour & Operation Stealth? The first one who sends me them will get Gunship, F29 Retallator and Mean Street, Jeffrey, Flat 25, Penney Royal, 130–134 Stofford Road, Wallington, Surrey,
- Does anyone want to swap Heimidal, Munter for any other RPG adventure games, in Dungeon Master or Dungeons And Organis games? If so, sing me on (071) 281 1031.
 Atari swaps: Thurderhowk and Bitzeria for F19 and for adventure.

or strategy games. Tel John on (0458) 47 oc 8. LONELY HEARTS

 Good tooking male seeks sexy female, aged 15-18. Interested₹ Then write to me. Interests: acid music, computers and girls. So put pen to pager now: Mick Clements. 21

- B83 ORE.

 If your name's Aimee Lock from Lincolnhire, please contact me: 2
 Weeford Park Cottages, London Rd, Canwell, West Mids, 875 SST. I filink
- you were most tranquil on the Super Mario Challengel Later!

 Hey gir's! Male Amiga owner toeks contacts for letters, tips and swags etc. Must be between 12 and 18: Write to Ryan Blair, 19 Pennant Grove, Titahi Bay, Welington, New

WANTED

 Wanted 3.5/5.25 external disk drive, dirt cheap, hard drive (30 Mb/20Mb), cheap madem or chea scanner and software. Phone (038): 48213. Sensible prices, please. Computer games designer require programmers, musicions, graphic artists to work on my ideas. Send samples to Steven Montle, 73 Saxon Place, Horton Kirby, Dartford, Kent, DA4 9JQ.

DA4 9(3).

Wanted: Willy Beamish (Amiga).
Swop for four games, including Heimdoll. Phone (0274) 63253. Ask for Matt.

Wanted: AWOS and compiler for Wanted: AWOS.

Amiga, mini trave bax, and, instructions. Willing to pay \$20.
Phone Danny on Werfact (1992) 248757. Would pieter local cell.

Will swap £16 Combat Pillet and Roboctop on the \$1 to £5WAT or Quackshot on the Mega Drain.
Please contact Dannet Rukon, 13

E6 4AU.

■ ST owner to swop Lemmings and NARC for Speedball 2 and Prince Of Persia. If interested, send your letters to: Clement Egan, 9 The Park, Deverage Road, Afflinger Co.

PEN PALS

 ST contacts wanted to swap games etc. 100% reply. Nathing to lose, so write to Martin Millar, 60
 Camperdown Court, Helensburgh,

Comperdown Court, Helensburgh, Bunbortorthire G84 9HJ.

Amiga contacts wanted for old and latest stuff. 100% reply. Write Anthony Morris, 2 Bordesley Ave.

Little Hulton, Worsley, Mer M28 6ED.

■ Abari ST contacts wonted to swop any games, PD, fips & hints etc.

Write and enclose your list to: Tony, 19 Elizobeth Street, Scunthorpe, DN15 9(s).

19 Elizabeth Street, Scunthorpe, DN15 918.

● ST contacts wanted to swap hints and tips etc. All letters will get a 100% reply. Kay Elliot, 135 Eswyn Road Toolina. London, SW17 8TW ST contacts wanted to swop letters, disks, cheats, anything. Male/Temale/black/white/ anytone/onytime/anything/ anywhere. Into sims, RPG, beat 'em ups, everything. Send to 1.54 Lanark. RB Burnfox Leymphony.

Lamarkshire ML1 1 9P).

◆ Help wanted with ST game Maya.

Will give two Amiga games to
anyone who can help me crack it.
They are Safari Guns and Barbarian

2. First pood reply accepted.

Richard Parry, 75 Heath Mead, Allensbank Rd, Cardiff, CF4 3PL. BM contacts wanted for swapping FD disks. Ted Bury, Box 362, 81-963 Gdynia 1 Poland

FANZINES Nostradamus, new ST-based fanzine. Tips, reviews and all that to the state of the stat

fanzine. Tips, reviews and all the latest news. Only £1.00 Send orders to Rob Parish, 35 Barff Lor Brayton, N Yorkshire, YGB 9ET.

MESSAGES AND EVENTS

● Yol Derek MD, get in touch now on (8834) 811302. • Yol To Artie, Wee Pie, Sam Jug, Baldy Head, Bubbles, Moocore, Deliney, 1/2 Stone, The Horses, Beetroot, The Perry Twins and all the other Basts of Mighty Costledurg

Menace wants to say a big hello to all that know me out there. Ion — get some more new games, I'm getting bored of all the old ones.

Lick my liver. Make me shiver. Be excellent to each other, Rorschach.

BIRTHS, MARRIAGES, DEATHS AND DIVORCES The Wig is deed, long line the Wig. Shandies all round and a game of Ludo for Miss Reekie



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